

StarCraft Roleplaying Game

Game Supplement 6: Fire and Fury

~A Fan Project by Leovaunt Game Design



Contents

- Chapter 1: Fire and Fury Introduction 13
- Chapter 2: Paragon Character Options 14
 - Paragon Characters 14
 - New Terran Master Specializations 15
 - Apocalypse Society Member 15
 - Assault Commando 15
 - Astral Soldier 15
 - Blade Savant 15
 - Final Defender 16
 - Galactic Ace 16
 - Grand Weapon Master 16
 - Mad Scientist 17
 - Master Artisan 18
 - Master of all Trades 19
 - Psionic Master 19
 - Spectral Assassin 20
 - Tyrant 20
 - New Protoss Renown Classes 21
 - Ancestral Avatar 21
 - Celestial Wrath 23
 - Living Symbol 24
 - Master of Destiny 26
 - Reanimated Champion 28
 - Telekinetic Blademaster 29
 - Tribal Champion 30
 - Tribal Elder 32
 - Tribal Lord 34
 - New Infested Directives 36
 - Infested Bio-weaver 36
 - Infested Mender 36
 - New Infested Advanced Directives 37
 - Infested Hellbringer 37
 - Infested Slayer 37
 - Infested Artisan 38
 - Infested Spawner 38
 - New Primal Zerg Archetypes 39

- Alpha Combatant 39
- Armored Behemoth 39
- Bio-Artillery 40
- Den Mother 40
- Elemental Terror 40
- Feral Strategist 41
- Genetic Anomaly 42
- Hyper Evolved Primal 42
- Living War Engine 43
- Primal Mastermind 43
- Primal Shaman 44
- Selective Breeder 44
- Sovereign of Swarms 44
- Stalker-Predator 45
- Ultimate Hunter 45
- New Talents 46
 - Talent Descriptons 48
- Chapter 3: Broodmothers 54
 - Broodmother Character Creation Basics 55
 - Characteristic Points 55
 - Broodmother Character Creation Package 55
 - Broodmother 56
 - Four Broodmother Paths 58
 - Path of the Warrior Queen 58
 - Path of the Swarm Witch 58
 - Path of the Evolutionary Matriarch 58
 - Path of the Hive Empress 59
- Advancements 60
 - Level 1 Advancements 61
 - Level 5 Advancements 61
 - Level 10 Advancements 62
 - Level 15 Advancements 63
 - Level 20 Advancements 64
 - Level 25 Advancements 65
 - Level 30 Advancements 66
- Broodmother Paths: Growth Levels 67
- Broodmother Adaptations 67

- Level 3 Adaptations 68
- Level 7 Adaptations 68
- Level 10 Adaptations 68
- Level 12 Adaptations 69
- Level 17 Adaptations 69
- Level 20 Adaptations 70
- Level 22 Adaptations 70
- Level 28 Adaptations 71
- Level 30 Adaptations 71
- Spending Leftover Characteristic Point 72
 - Ability Scores 72
 - Talents 72
 - Skill Points 72
 - Finishing Details 72
 - Leveling Up Characters 72
 - ‘Banking’ Characteristic Points 73
 - Recap: Building your Character’s Statistics 74
 - Natural Weapons 75
 - Natural Armor 76
 - Weapon and Armor Traits 76
- Paragon Broodmothers 78
- Chapter 4: Capital Ships 79
 - Updated Size Categories 79
 - Updated Threat Levels 80
 - Ship Commander 81
 - Capital Ship’s Turn 81
 - Crew Actions 81
 - Weapon Types 83
 - Slow and Lumbering 84
 - Capital Ships and Crippling Wounds 84
 - Capital Ships Leadership Combat Augmentations 85
 - Destroying Capital Ships 85
 - Boarding Actions 86
 - Strongholds 87
 - Destroying Buildings 88
- Terran Battlecruisers 88
 - Terran Behemoth-class Battlecruiser 88

- Terran Minotaur-class Battlecruiser 89
- Terran Moirai-class Battlecruiser 90
- Terran Loki-class Battlecruiser 91
- Terran Gorgon-class Battlecruiser 92
- Terran Capital Ships 93
 - Terran Assault Galleon 93
 - Terran Cerberus-class Battleship 94
 - Terran Griffin-class Stealth Ship 95
 - Terran Titanic-class Cargo Ship 96
 - Terran Hercules-class Transport 97
 - Terran Science Vessel 98
- Terran Strongholds 99
 - Drakken Pulse Cannon 99
 - Drakken Laser Drill 99
 - Terran Command Center 100
 - Variant Command Center: Orbital Command 101
 - Variant Command Center: Planetary Fortress 101
- Protoss Capital Ships 102
 - Protoss Ark Shuttle 102
 - Protoss Carrier 103
 - Protoss Carrier Interceptor 104
 - Protoss Super Carrier 105
 - Protoss Mothership 107
 - Protoss Nerazim Transport 108
 - Protoss Nerazim Void Ray 109
 - Protoss Tal'darim Destroyer 110
 - Protoss Tal'darim Mothership 111
 - Protoss Tempest 113
- Protoss Strongholds 114
 - Protoss Particle Cannon 114
 - Protoss Nexus 115
- Capital Ship Weapons 116
 - Capital Ship Point Defense Weapons 117
 - Capital Weapon Traits 119
 - Capital Ship Armor 120
 - Capital Ship Systems Traits 121
- Chapter 5: High Level Campaigns 122

High Level Campaigns	122
Noteworthy Individuals	122
Paragons of the Galaxy.....	123
Greatest Threats	123
Setting: Political Climate and Backdrop	124
Great Resources	125
Rules Guidelines	125
Space Combat	127
Combat on a Larger Scale.....	127
Squadron.....	128
Swarms in Starship Combat	129
Bombing Run.....	130
Warp Jump.....	130
Mass Combat	131
No Attack Overages and Limited Opportunity Attacks	131
Infantry and Ground Forces Movement.....	131
Tank Squadrons.....	131
platoons	132
Aircraft and Elevation Levels.....	133
Terrain.....	134
Converting Bursts.....	134
Mass Combat: Optional Rules	134
Platoon Morale	134
Platoon Leaders.....	136
Tyrants of Fear: Primal Zerg Pack Leaders	137
Battlefield Conditions	138
Epic Feats	140
Activating an Epic Feat	140
Experimental Terran Equipment	142
Experimental Weapons	142
Experimental Armor.....	144
Experimental Gear	145
Ancestral Protoss Equipment.....	146
Ancestral Gear Basics	146
Ancestral Gear Benefits.....	147
Promotion: Increasing Heroic Tier	149
Increasing to Advanced Heroic Tier.....	149

Increasing to Epic Heroic Tier	149
Achievements	150
Alternate Experience Tables	151
Chapter 6: Greatest of Mankind	152
Terran Non-Player Characters.....	152
Ace Pilot Description	152
Ace Pilot	152
Aegis Guard Marauder Description.....	153
Aegis Guard Marauder	153
Ascended Spectre Description	155
Ascended Spectre.....	155
Death's Head Reaper Description	157
Death's Head Reaper	157
Devil Dog Firebat Description.....	159
Devil Dog Firebat	159
Directorate Admiral's Guard Description	161
Directorate Admiral's Guard	161
Emperor's Shadow Ghost Description.....	162
Emperor's Shadow Ghost.....	163
Field Response Theta Medic Description	165
Field Response Theta Medic	165
Fleet Admiral Description.....	167
Fleet Admiral	167
HERC Operations Leader Description.....	169
Kel-Morian Fixer Description.....	170
Kel-Morian Fixer.....	171
Kel-Morian Raid Leader Description	172
Kel-Morian Raid Leader.....	172
Marine Field Commander Description	173
Marine Field Commander	173
Marine Siege Company Description	175
Marine Siege Company.....	175
Marine Special Forces Description	177
Marine Special Forces	177
Master Assassin Description	179
Master Assassin	179
Mercenary Champion Description	181

Mercenary Champion 181

Mercenary Commander Description 182

Mercenary Commander 182

Military Lead Scientist Description 184

Military Lead Scientist 184

Planetary Governor Description 185

Planetary Governor 185

Son of Korhal Description 187

Son of Korhal 187

Umojan General Description 189

Umojan General 189

Umojan Shadowguard Phantom Description 190

Umojan Shadowguard Phantom 191

Wrangler Shadow Operative Description 192

Wrangler Shadow Operative 192

Terran Piloted Vehicles 194

 Blackhammer Thor Description 194

 Blackhammer Thor 194

 Firestorm Valkyrie Description 196

 Firestorm Valkyrie 196

 Liberator Command Ship Description 197

 Liberator Command Ship 197

 Night Wolf Banshee Description 199

 Night Wolf Banshee 199

 Onslaught Division Description 200

 Onslaught Division Cyclone 200

 Outback Hunter Hellion Description 201

 Outback Hunter Hellion 201

 Red Adder Diamondback Description 203

 Red Adder Diamondback 203

 Shock Division Siege Tank Description 203

 Shock Division Siege Tank 204

 Sky Fury Viking Description 205

 Sky Fury Viking 205

 Spartan Company Goliath Description 207

 Spartan Company Goliath 207

 Winged Nightmare Wraith Description 208

Winged Nightmare Wraith	208
Terran Piloted Capital Ships	209
Battlecruisers Description	209
Behemoth-class Battlecruiser	209
Minotaur-class Battlecruiser	211
Moirai-class Battlecruiser	212
Loki-class Battlecruiser	214
Gorgon-class Battlecruiser	215
Assault Galleon Description	217
Assault Galleon	217
Cerberus-class Battleship Description	218
Cerberus-class Battleship	218
Griffin-class Stealth Ship Description	220
Griffin-class Stealth Ship	220
Cargo Ship Description	221
Cargo Ship	221
Hercules-class Transport Description	222
Hercules-class Transport	222
Science Vessel Description	223
Science Vessel	223
Terran Controlled Strongholds	225
Drakken Pulse Cannon Description	225
Drakken Pulse Cannon	225
Drakken Laser Drill Description	226
Drakken Laser Drill	226
Command Center Description	227
Command Center	227
Variant Command Center: Orbital Command	228
Variant Command Center: Planetary Fortress	228
Chapter 7: Ravagers of the Swarm	229
Zerg Bestiary	229
Bile Launcher Description	229
Bile Launcher	229
Brutalisk Description	231
Brutalisk	231
Cerebrate Description	234
Cerebrate	235

Unclean One Defiler Description	238
Defiler, Unclean One	239
Infested Battlecruiser Description	241
Infested Battlecruiser	241
Enslaver Infestor Description	243
Infestor, Enslaver	244
Leviathan Description	246
Leviathan	248
Omegalisk Description	251
Omegalisk	251
Zerg Natural Weapons	253
Primal Zerg Bestiary	254
Omega Primalisk Description	254
Primal Behemoth Description	256
Primal Dracozor Description	259
Primal Hollow Mother Description	262
Primal Vile Creeper and Vile Creeper Swarm Description	264
Primal Vile Creeper	264
Swarm of Primal Vile Creeper	265
Broodmother Bestiary	266
Naktul Description	266
Naktul	267
Kilysa Description	269
Kilysa	270
Niadra Description	273
Niadra	274
Chapter 8: Champions of the Firstbon	276
Aiur Protoss NPCs	276
Dragoon Ancient Description	276
Aiur Dragoon Ancient	276
Executor Description	278
Aiur Executor	278
Exemplar Description	281
Aiur Exemplar	281
Grand Templar Description	283
Aiur Grand Templar	283
Immortal War Soul Description	286

Aiur Immortal War Soul	286
Templar Wing Leader Description.....	288
Aiur Templar Wing Leader	288
Aiur Piloted Vehicles	290
Justicar Phoenix Description	290
Justicar Phoenix	290
Praetor Scout Description	291
Praetor Scout	291
Aiur Piloted Capital Ships	293
Aiur Ark Shuttle Description.....	293
Aiur Ark Shuttle	293
Aiur Carrier Description.....	294
Aiur Carrier.....	294
Aiur Mothership Description.....	296
Aiur Mothership	296
Aiur Super Carrier Description	299
Aiur Super Carrier.....	299
Aiur Tempest Description.....	301
Aiur Tempest.....	301
Nerazim Protoss NPCs.....	303
Ascended Annihilator Description.....	303
Nerazim Ascended Annihilator.....	303
Patrol Commander Description.....	305
Nerazim Patrol Commander.....	305
Prelate Description.....	307
Nerazim Prelate.....	308
Shadow Guard Elite Description.....	310
Nerazim Shadow Guard Elite.....	310
Void Templar Description.....	312
Nerazim Void Templar.....	312
Voidtouched Stalker Description.....	314
Nerazim Voidtouched Stalker	314
Nerazim Piloted Vehicles	316
Corsair Captain Description.....	316
Corsair Captain	316
Nerazim Piloted Capital Ships	318
Nerazim Transport Description	318

Nerazim Transport	318
Nerazim Void Ray Description.....	320
Nerazim Void Ray	320
Tal'darim Protoss NPCs	321
Executioner Description	321
Tal'darim Executioner	321
Fleet Lord Description	323
Tal'darim Fleet Lord	323
High Ascendant Description	326
Tal'darim High Ascendant	327
Highlord's Slayer Description	329
Tal'darim Highlord's Slayer	329
Raid Leader Description	331
Tal'darim Raid Leader	331
Vanguard Eternal Description	333
Tal'darim Vanguard Eternal	333
Tal'darim Piloted Vehicles.....	335
Darkheart Phoenix Description	335
Darkheart Phoenix	335
Deathwing Scout Description	336
Deathwing Scout	336
Tal'darim Piloted Capital Ships.....	338
Tal'darim Carrier Description	338
Tal'darim Carrier	338
Tal'darim Destroyer Description	340
Tal'darim Destroyer	340
Tal'darim Mothership Description	342
Tal'darim Mothership.....	342
Purifier Protoss NPCs	345
Cybros Ancient Description	345
Purifier Cybros Ancient	345
Purifier Executor Description	347
Purifier Executor	347
High Arbiter Description.....	349
Purifier High Arbiter	350
Squadron Commander Description.....	352
Purifier Squadron Commander	352

Purifier Piloted Vehicles	354
Purifier Executor Immortal Description	354
Purifier Executor Immortal.....	354
MK. XII Purifier Scout Description	355
Prototype Mirage Description.....	356
Prototype Mirage.....	356
Purifier Piloted Capital Ships.....	358
Purifier Carrier Description	358
Purifier Carrier.....	358
Purifier Tempest Description	360
Purifier Tempest.....	360
Protoss Strongholds and Interceptors	362
Squadron of Interceptors Description.....	362
Squadron of Protoss Interceptors	362
Protoss Particle Cannon Description.....	363
Protoss Particle Cannon.....	363

Chapter 1: Fire and Fury

Introduction

“After everything we’ve been through, past all the fire and fury, the one thing I know, is that we can count on each other to get the job done. Or die trying if that’s what it takes. Because some things are just worth fighting for.”

~James Raynor

Being adventurers, soldiers, or mercenaries in the Koprulu Sector is a tough gig. Most do not make it far. On their journey, the players have fought untold monstrosities, war engines, and legions of soldiers. Through overcoming momentous obstacles, they have reached peaks of power that causes them to become warrior of fearsome skill and renown. Your heroes can easily fight off hordes of zerglings and overcome hosts of regular marines. They might feel invincible.

However, this is StarCraft. Greater horrors and more terrible forces wait for you in the dark places between the stars.

StarCraft Supplement 6: Fire and Fury is a game supplement dedicated to supporting characters and campaigns all of races as they move to level 20 and beyond. While the heroes are mighty threats, they have moved into an all-new arena of war. High level characters need epic threats and dire stakes to challenge them, often in the form of a great war or conflict. The Game Master should have devised the stakes for a war as the backdrop of your campaign, so you have an epic conflict worthy of your legendary skills.

In high level campaigns, players should have the highest stakes. The fate of worlds should be on their shoulders, and their actions should influence how battles will unfold. The presence of a large warfare situation allows the deployment of elite soldiers on the other side of the battlefield, as well as capital ships and huge numbers of opposing troops. These are necessary to make sure there is sufficient enemies to threaten your heroic player characters.

This supplement contains the following new rules to help with your StarCraft campaigns.

- New specializations, classes, archetypes, and directives, designed to give high level options for players of all races
- New talents with significant requirement that change the game for high level characters
- Rules of introducing the legendary capital ships of StarCraft into your games
- Updated starship combat rules, and the introduction of mass combat into your games
- Rules for having your battles take place in epic war zones even at character scale
- Performing epic feats to show off extreme skill by quickly eliminating a foe
- New gear in the form of experimental terran items and ancestral protoss items
- Variant swarm sizes
- New ways to interact with the level up system in StarCraft, such as variant experience systems, unlocked achievements, and promotions
- Hosts of new level 20+ epic terrans and protoss, included pre-done statistics for all of the capital ships and higher level variations of common vehicles.
- Some of the most deadly Zerg monsters in the galaxy, including the leviathan, the brutalisk, the enslaver infestor, and the primal behemoth.
- The brand new Broodmother race, as unlocked by our community on patreon!

Chapter 2: Paragon

Character Options

This chapter is dedicated to the player characters in a StarCraft Roleplaying Game Campaign. This chapter contains new character options for every race; terran, psionic terran, infested terran, protoss of all subraces, and primal zerg. This section contains a wealth of new character customization options but is largely focused on content for players of 20th level or higher.

Paragon Characters

By the time your character reaches around level 20, you will feel quite powerful. You fight common soldiers by the dozen, face down hideous monsters, and battle your enemy's most elite warriors. Your name is well known as someone who gets things done. As you progress through your 20s, this feeling of power will intensify and you will begin to feel like a hero of legend, akin to James Raynor, Zeratul, or Sarah Kerrigan. Inevitably, you will reach level 30 and your progression ends.... Or does it?

Level 30 is the maximum extend that a player character can reach. In addition, it is the furthest any normal being can obtain. Skill and ability score maximums reach their peak at that level, can go no further. However, that does not mean that heroic characters cannot continue adventuring and learning new skills. Rather than getting directly more powerful upon reaching level 30, they instead fill out their assortment of skills and learn more talents and abilities without becoming directly more powerful.

This system is called paragon levels. Upon reaching level 30, a character can continue gaining experience. Whenever they gain 500 experience, they gain a paragon level. Upon gaining a paragon level, they gain their normal amount of characteristic points based on the power level, that they can spend on whatever options they normally have.

Paragon levels are not true levels. Therefore, the character's skill and ability score maximums remain at the level 30 values. In addition, the character always counts as level 30 for encounter design, threat level, and encounter points. Therefore, a level 30, paragon level 8, high threat character still counts as being level 30 high threat for the purpose of experience.

Non-heroic characters cannot gain paragon levels. Heroic characters cannot gain more than 20 paragon levels. In addition to normal characteristic point gain, paragon characters gain additional features in their racial mechanics for paragon levels.

Paragon Terran Characters

Terran characters continue to gain new specializations as they accumulate paragon levels. Every 2 paragon levels, they gain a specialization or advanced specialization. They cannot gain additional master specializations.

Paragon Infested Terran Characters

Infested Terran characters gain a new mutation every time they level up. They gain an additional directive every 5 paragon levels.

Paragon Protoss Characters

Protoss characters gain another class level for every paragon level they obtain.

Paragon Primal Zerg Characters

Every 2 paragon levels that a primal zerg obtains gives them 1 additional body slot. They gain an additional archetype every 5 paragon levels.

Paragon Characters are Important

If a character achieves level 30 and beyond, they are amongst the most skilled and legendary individuals in the war-torn sector. You did not survive to reach such heights without making an impact. Your name is likely known throughout your society. If not your name, your aliases and deeds are known. Your Game Master should play into your legendary accomplishments, and ensure your reputation proceeds you. Whether you inspire awe or fear should be determined by your past actions.

New Terran Master Specializations

Terrans gain master specializations at the highest levels. These are the most powerful features that a Terran character can gain. Every master specialization gives an ability score point, a focus skill, and several special abilities. Master specializations are professional heroes and adventurers reaching the apotheosis of their career or skill set. A Terran character gains a master specialization at levels 20, 24, and 28.

Apocalypse Society Member

Ability Score: +1 Fortitude

Focus Skill: Acrobatics OR Ranged

Special Ability (Embrace the Mayhem): The character gains bonuses when using weapons with the Burst, Cone, or Line traits. This does not include weapons that can gain these traits from talents, weapon upgrades, variant ammunition, or automatic fire methods. This includes vehicle weapons. With such weapons, the character gains +10 penetration, +4 accuracy, and +4 power ratings of damage. Burst weapons also gain +2 burst area, cone areas gain +3 cone, and line attacks gain +5 line. These weapons gain hailfire +1 against swarms.

Special Ability (Sadistic Enjoyment): The character gains great enjoyment blowing enemies up. They gain 1 morale level per enemy they kill each turn, instead of being limited to 1 morale maximum per round from killing enemies.

Assault Commando

Ability Score: +1 Instinct

Focus Skill: Defensive Training OR Durability

Special Ability (Expert Armored Infantry): The assault commando gains +6 damage resistance while wearing super heavy armor. While they are piloting a ground vehicle or walker, the vehicle gains +12 damage resistance. In addition, the character reduces all crippling wounds suffered to either themselves or their vehicle by 1. This is cumulative with vehicle armor reinforcement or the Resilience talent for characters.

Special Ability (Strategic Ordinance): Rocket and missile attacks used by the character gain +2 power ratings of damage, +5 accuracy, and +2 burst area. This includes any attack with the rocket or missile trait or has 'Rocket' or 'Missile' in the weapon name. The characters instead gains +4 power ratings of damage, +10 accuracy, and +4 burst area with the following vehicle weapons: arclite siege cannon, crucio siege cannon, thor's hammer cannon, punisher cannon.

Astral Soldier

Ability Score: +1 Instinct

Focus Skill: Defensive Training OR Tactics

Special Ability (Warrior of the Stars): The character gains a permanent +2 bonus to the following statistics: attack accuracy, defense, toughness, resolve, and morale bonus.

Special Ability (Endure): The first time the character suffers damage in a turn, they reduce the damage by half, after all modifiers. Afterwards, they gain protection points equal to the final damage they suffered. These protection points last until the start of the character's next turn.

Blade Savant

Ability Score: +1 Agility

Focus Skill: Acrobatics OR Melee

Special Ability (Swordmaster): The character is an expert blade fighter. They gain bonuses with combat knives, dueling swords, sword, promethean blades, psi blades, and any other weapon the GM determines counts as a blade. With such weapons, the character gains +5 accuracy, +15 damage, +5 rending, and bonus penetration equal to their agility. While they have such a weapon equipped, they gain a bonus +2 defense.

Special Ability (Way of the Sword): When using a blade, the character deals +1 crippling wound point with every attack. In addition, the character can spend a full-round action trying to instantly sever an enemy's limb. They target one of the target's arms or legs of their choice. They make a d20 check, adding their ranks in melee skill. If this surpasses their target's damage threshold and damage resistance, they instantly suffer 5 mobility or action wounds, cutting off a limb. The target gains +2 to their damage threshold for every level they are higher than the blade savant, or -2 to their damage threshold for every level they are lower than the blade savant. This modifier to damage threshold only applies for their attacks to instantly sever limbs.

Final Defender

Ability Score: +1 Fortitude

Focus Skill: Defensive Training OR Durability

Special Ability (Last Stand): The character excels at fighting while alone and surrounded. At the start of the character's turn, total up the number of enemies within medium range. Each swarm counts as 5 enemies. Reduce this total by 2 for each ally within range, or 10 for each ally swarm. This final number is how much Last Stand stacks you have. For every stack of Last Stand you have, you gain +1 damage resistance, psionic resistance, toughness, and damage threshold. You also gain 2 protection points for every stack of Last Stand you have. These benefits last until the start of your next turn, where you total up the amount of Last Stand stacks you have that round and apply the benefit again. You automatically lose all Last Stand stacks if you are cloaked, hidden, or outside the line of sight of all enemies. You cannot benefit from this ability inside a vehicle.

Special Ability (Heroic Stand): As long as you have 5 stacks of Last Stand, you cannot be flanked. If you have 10 stacks of Last Stand, you cannot be flat-footed. If you have 15 stacks of Last Stand, you gain a bonus morale point on your turn. If you have 20 stacks of Last Stand, you gain cover against ranged attacks.

Galactic Ace

Ability Score: +1 Instinct

Focus Skill: Pilot OR Ranged

Special Ability (Master Superiority Fighter): When piloting a gargantuan-sized or smaller flying vehicle, you gain +200 maximum speed, +2 attack accuracy, and +2 defense. When leading a squadron in starship scale or mass combat, count the squadron as if it had 2 more members for hailfire generated and damage split. If you already had 8 squadron members, you gain +5 total hailfire and split damage 6 ways.

Special Ability (Missile Bombardment): When you make a target lock, you can target lock two enemies at once. When you fire missiles or rockets, you can make up to twice as many attacks. Thus, when you fire missiles, you can fire anywhere between 1-4 missiles. You can split these attacks as you wish between all target locked targets.

Grand Weapon Master

Ability Score: +1 Instinct OR +1 Strength

Focus Skill: Melee OR Ranged

Special Ability (Grand Master Weapon Focus): You chose one weapon group from the list on the table below. With all weapons in that group, you gain +2 accuracy and +3 power ratings of damage. You also gain a special benefit with weapons of that weapon group as described by the table

Special Ability (Paragon Weapon Mastery): When using your chosen weapon group, you can reroll a natural 1 on the attack roll. You must keep the second roll, even if it is another 1. In addition, you never jam your chosen weapon group.

Weapon Group	Included Weapons	Benefit
Automatics	Repeating Pistol, Repeating Gauss Pistol, Auto Rifle, Gauss Assault Rifle, Flak Cannon	+1 hailfire against swarms with automatic burst
Blades	Psi Blade, Sword, Dueling Sword, Combat Knife, Rifle Bayonets, Promethean Blade, Shock Blade	+2 defense while in hand
Bludgeons	Heavy Tool, Light Tool, Pistol Whip, Rifle Butt, Stunner, Directorate Boarding Saw, Sonic Hammer, Fusion Rod	Bonus accuracy equal to strength
Canister	Canister Rifle	+4 accuracy while aiming, weapon gains Burst (+1)
Energy Weapons	Heavy Mining Laser, Pulse Cannon	Weapon gains the Flames trait and +2 accuracy
Explosives	All Explosives and Mines	+10 penetration
Flak	Flak Pistol, Flak Rifle, Flak Cannon	+20 damage and +10 penetration against flying targets going at 50 squares or faster
Flamethrowers	Flamethrower, Infernal Flamethrower	+20 accuracy for attacks versus toughness, can set swarms on fire without needing to hit all squares

Gauss	Gauss Pistol, Repeating Gauss Pistol, Gauss Assault Rifle, Heavy Gauss Rifle, Gauss Sniper Rifle, Gauss Cannon	+4 penetration
Grenades	Flash Grenade, Fragmentation Grenade, EMP Grenade, Concussive Grenade, Radiation Grenade, Napalm Grenade, Neural Grenade, Ultrasonic Grenade	+2 accuracy, +1 Burst
Heavy Machine Guns	Heavy Gauss Rifle, Gauss Cannon, Chaingun	+5 penetration
Heavy Weapons	All Heavy Weapons	+5 base damage
Melee Weapons	All Melee	+5 base damage
Needle Weapons	Needle Pistol, Needle Rifle	+15 poison damage
Ordinance	Grenade Launcher, Rocket Launcher, Shoulder Rocket Battery, Missile Launcher, Rocket or Missile Battery (any)	+2 accuracy, +1 Burst
Pistols	All Pistols	+5 base damage
Rifles	All Rifles	+5 base damage
Shotguns	Shotgun, Military Shotgun, Automatic Shotgun, Flash Welder	+2 accuracy, attack overages deal double damage
Sniper Rifles	Sniper Rifle, Canister Rifle, Gauss Sniper Rifle, Needle Rifle	No penalties for shooting 2 range increments beyond base range
Slug Weapons	Heavy Revolver, Light Revolver, Pistol, Repeating Pistol, Auto Rifle, Long Rifle, Sniper Rifle	+10 base damage
Unarmed	Unarmed, Reinforced Unarmed, Power Armor Unarmed, Power Fist	+2 base damage for every unarmed combat training talent

Mad Scientist

Ability Score: +1 Intelligence

Focus Skill: Medicine OR Science

Special Ability (Master of Minions): You can have a number of robotic or Zerg minions at once equal to your intelligence. High threat minions count as 2 minions for your minion limit. Extreme threat minions count as 4. Your minions count as allied creatures for determining experience in encounters.

Special Ability (Robotic Mastermind): If you own a robotic entity, you can tinker with it to make it a bonded minion under your control. This must be a robot of extreme threat or lower and at most your own level. This robot then follows you around and serves you will. You control them in combat. They gain a +1 bonus to skill checks, attack accuracy, and defense for every 2 levels they are lower than you. Unlike Zerg, robot minions do not rank up.

Special Ability (Dominate Zerg): Once per day, when you rest, you can create a miniature psionic hive mind emulator that can take control of a Zerg. This must be a Zerg of Extreme threat or less, your level or less, and is either a minion or specialist strain. This cannot be used on Primal Zerg. You can use this device as a standard action. You make a science check versus the resolve of the target Zerg. If you succeed, the device is used up and the Zerg is under your control. If you fail, you cannot control that Zerg, but the device is not used up. That Zerg becomes a minion under your control that you command in combat.

The Zerg helps you in combat and other encounters, and you gain full access to any abilities they have. Every 100 experience you gain while you have a Zerg with you, your Zerg gains a rank up. This is not a normal level with characteristic points and skill ups. Instead, these bonus rank for your Zerg minions give bonuses depending on what rank they are. If your Zerg is reduced to 0 hit points, it is killed. You can also dismiss your control over a Zerg minion, but this will probably result on them becoming hostile to you. Dismissed Zerg lose all ranks they have gained.

Zerg Rank	Perk
1	Your Zerg gains +1 to all skill checks and +1 attack accuracy
2	If your Zerg is within 2 squares of you, they can intercept attacks meant for you. Once per round, when you suffer damage from an attack, you can redirect that final damage number onto a Rank 2 Zerg within 2 squares.
3	Your Zerg deals +5 damage with all natural weapons.

4	Your Zerg can spend 10 biomass at the start of their turn to take two standard actions on their turn.
5	Your Zerg gains +2 to all skill checks and +2 attack accuracy
6	Your Zerg can spend 5 biomass on it's turn to regains 50 hit points.
7	Your Zerg gains +5 regeneration.
8	Your Zerg gains +3 defense, toughness, and resolve.
9	Your Zerg is a leader of your lesser ranked Zerg. It can spend a minor action directing your other controlled Zerg of a lesser rank, giving them advantage on all their attack rolls and skill checks on their next turn.
10	A Rank 10 Zerg is very loyal and does not count towards your limit of minions. It is likely to be loyal to you even if dismissed from psionic control.

Master Artisan

Ability Score: +1 Intelligence

Focus Skill: Lore OR Science

Special Ability (Experimental Ammunition): You have the ability to use the item crafting system (see Chapter 7 of Advanced Terran Training Manual), to build advanced specialty ammunition. For a single payment of crafting components and 1 hour of work, you can build a selection of experimental ammunition for use. See the first table below for the list of experimental ammunition you can make. You can only upgrade base ammo, and they become variant ammo.

Special Ability (Master Upgrades): You can create and add master upgrades to your weapons. These are highly advanced prototype upgrades that are far more powerful than any other upgrade. They can only be added to Tier 3 weapons, and a weapon can support only one master upgrade. However, a Tier 3 weapon can support one master upgrade in addition to all six other upgrades that it can have. See the second table below for the list of Master Upgrades that you can create and how much time and crafting components it takes to make them.

Experimental Ammunition

Ammo	Base Ammunition	Component Cost	Effect
Splitter Bolt x5	Bolt	50 generic, 25 weapon, 10 robotics, 10 electronics, 5 framing	Hailfire (+2)
Blackout Canister x1	Specialty Canister	50 weapon, 75 electronic	Burst (6), +5 accuracy, Blackout*
Devil's Breath Plasma x10	Flamer Fuel	Requires the surgically extracted acid glands of a Zerg Ravager	Penetration (+30)
Bloodletter Spike x50	Gauss Spike	200 generic, 50 weapon, 50 electronic	Rending (+5), Poisonous Rounds (15)
Termination Field Grenade x1	Launcher Grenade	100 generic, 100 weapon, 100 electronic	Burst (x4), EMP Damage, Hailfire (2), Gravity Field
Defiler Needle x10	Needle/ Micro Needle	Requires the extracted blood of a Zerg Defiler, +10 generic	Poisonous Rounds (+12)
Orbital Torpedo x1	Rocket	25 generic, 25 weapon, 10 electronic, 2 framing	Weapon range increase to Orbital, Guided Explosive, Penetration (+40)
Cascade Shell x10	Shell	20 generic, 100 weapon, 10 robotic	Hailfire (+2)
Blaster Slug x50	Slug	50 generic, 100 weapon	Penetration (+5), Burst (1)

*Blackout

Description: This weapon deals no damage. When this weapon hits against a target's defense and toughness, the target is staggered for 3 rounds, blinded for 2 rounds, and stunned for 1 round. If the attack misses defense, toughness, or both, the target is staggered for 1 round and blinded for 1 round.

Master Upgrade

Upgrade	Weapon Type	Component Cost	Effect
Advanced Disruption Field	Melee	250 electronic, 200 generic, 50 weapon, 5 framing	Weapon ignores shield armor and gains +1 hailfire against energy shields
Vorpall	Melee	200 generic, 200 weapon, 100 electronic, 25 robotic	On gaining maximum attack overages with an attack, overages deal 3x normal damage
Salvo Gun	Pistol	200 generic, 300 weapon, 50 electronic, 5 framing	Weapon increases to Fast attack speed if it wasn't already. Magazine size doubles. Gains Twin-linked trait.
Marked Projectile Tracking System	Pistol	100 generic, 200 electronic, 50 robotic	Can spend a full-round action to mark, aim at, and attack a target you can see and is within base weapon range. If you do, weapon automatically hits with max attack overages.
Multi-Munitions Firing System	Rifle	500 generic, 500 weapon, 50 electronic, 50 framing	The weapon has four secondary weapon systems: a flamethrower, rocket launcher, shotgun, and gauss cannon. Each weapon is Tier 3 and benefits from all weapon upgrades. Can fire any weapon as a standard action, or dual-wield to use 2 weapons in 1 turn. Each secondary weapon has 1/3 the ammunition storage of the weapon they are based off of.
Plasma Charge	Rifle	300 electronic, 300 weapon, 300 generic	Weapon gains Penetration (+10), Energy Damage, and Flames traits
Manufacturing Facility	Heavy	1,000 generic, 100 robotic, 50 framing	Weapon produces its own ammunition, never runs out of ammunition, or needs to be reloaded. Ammunition is always base stock form. Can still be loaded with specialty or upgraded ammunition.
Void Shot	Heavy	500 electronic, 500 weapon, 50 robotic	Weapon ignores energy shields, shooting through them to hit the target directly without damaging the energy shields themselves.

Master of all Trades

Ability Score: +1 to three different ability scores

Focus Skill: 2 skill focuses of your choice

Special Ability (Business Interests): You have a wide range of business interests in high risk investments that provide you a steady income. Every day, you gain 10,000 credits of income in a bank account of your choosing.

Special Ability (Economic Mastermind): When purchasing equipment that has a cost of less than a hundred thousand credits, you reduce the cost by 10%. When purchasing equipment that has a cost between a hundred thousand and a million credits, reduce the cost by 20%. When purchasing equipment that has a cost of above a million credits, reduce the cost by 30%.

Psionic Master

Ability Score: +1 Willpower

Focus Skill: Mental Training OR Psionics

Special Ability (Psionic Grand Mastery): Chosse a psionic discipline you have access to. You become exceptionally powerful at using powers from that psionic discipline. You gain advantage on manifestation checks to manifest powers from that discipline, and manifest all powers from that discipline at +2 PL.

Special Ability (Psionic Power): You gain a special benefit when using psionic powers from your chosen psionic discipline. This benefit depends on the chosen psionic discipline. Refer to the following charge for the effect of your chosen psionic mastery.

Psionic Discipline	Special Power
Telepathy	Your <i>Mind Blast</i> , <i>Mind Ripple</i> , and <i>Mind Overload</i> powers gain +10 accuracy and deal +20 psionic damage. They also deal +1 crippling wound point if they deal crippling wounds. If they deal a crippling wound to a target, that target must make an immediate standard action attack against an ally of this character's choosing.
Telekinesis	Your telekinetic powers gain +20 accuracy when used against toughness. Any power that moves pushes, pulls, or lifts a target deals an instant extra hit of damage equal to 10x the squares the target is moved.
Cloaking	While you are cloaked, you gain the <i>Swiftess Boost</i> (1/2 PL) and <i>Mighty Boost</i> (1/2 PL) conditions. You also reduce the hailfire of all attacks against you by 1 while cloaked.
Augmentation	All your Augmentation powers, including <i>Eternal Form</i> , last twice as long. In addition, all Boost (X) conditions granted by Augmentation powers increase to X+4.
Energy	Your offensive energy powers gain +10 accuracy and deal +20 damage. All your energy powers have their range increased by 1 increment.
Pyromancy	All enemies set on fire by your Pyromancy powers have the <i>Tormented</i> condition while set on fire. In addition, all your powers that set enemies on fire give +1 pyre stacks.
Technomancy	All your powers that deal EMP damage gain +10 accuracy and deal +20 EMP damage. They also deal +1 crippling wound point if they deal a crippling wound. If they deal a crippling wound to a vehicle, the vehicle suffers <i>Losing Control</i> .

Spectral Assassin

Ability Score: +1 Willpower

Focus Skill: Psionics OR Stealth

Special Ability (Speed of Mind): Once per round, when you hit a target that is flat-footed you may make another standard action attack with the same weapon as a free action.

Special Ability (Phase Step): While you are psionically cloaking, you gain +4 movement speed and +2 shift speed. You sprint at x6 speed while cloaked. You also gain a number of phasing points every round equal to the PL you manifest *Cloaking* at. You can spend these phasing points to move through solid walls on your turn, supposing you end your movement on open ground. Otherwise you are shunted back to where you were at the beginning of the turn. You can also spend phasing points to attack at a target through solid walls as if there were no walls there. You must already be aware of the target on the other side of the wall. You can split your phasing points every turn between the two actions. For example, with 8 phasing points, you can move through 4 squares of wall, then instantly shoot through 4 squares of wall without additional penalties.

Tyrant

Ability Score: +1 Willpower

Focus Skill: Influence OR Leadership

Special Ability (Obey): When you have allies under your leadership combat augmentations, you can make an Obey action as a minor action instead of Rallying that turn. You make a DC 15 leadership check. On a success, you force one ally in your leadership to act, +1 ally per 5 points you surpass the DC. All effected allies lose 2 morale levels but get to make an instant standard action. They suffer -5 penalty on whatever check they make on their bonus turn. You cannot use this on an ally that is already negative 4 or 5 morale.

Special Ability (Tyrannical Influence): While your allies are under your leadership combat augmentations, they gain bonuses equal to what morale level they are at. If they are at positive morale, they gain +1 morale bonus for every positive morale point they have. If they are at negative morale, they gain protection points at the start of their turn equal to 3 times the morale they are below 0. If they are neutral (0) morale, they gain advantage on attack rolls.

New Protoss Renown Classes

Renowned class are protoss classes that can be taken later in a protoss character's career. Unlike ordinary classes, renowned classes do not have an elite variation or starting gear, and they have a list of requirements that must be met in order to take. Otherwise, renowned classes function identically to other protoss classes, and the character must fully complete their renown class before they can start on a new class.

Ancestral Avatar

Special Requirements: In order to take this renown class, the character must fulfill the following requirements: Protoss Race (any), Intelligence 8, Willpower 8, Skill Focus (lore), and completed the Scholar and Elite Scholar classes without using the Shaman or Doomsayer class variants

Level	Class Bonus
1	<i>Ancestral Avatar Mastery I, Aura of Legends</i>
2	<i>Mastered Chronicles</i>
3	<i>Ancestral Avatar Mastery II, Ancestral Spirit</i>
4	<i>Simulacrum</i>
5	<i>Ancestral Avatar Mastery III, Greater Aura</i>

Completion Skill Focus Options: Lore, Mental Training, Psionics

Ancestral Avatar Description

The ancestral avatar is a protoss scholar that has delved deeply into the memories of those that have passed, into those ancestors have become one of them. The avatar is imbued with a special form of psionic power, gained by collecting fragments of psionic energy from those that have passed. This power allows them to emit empowering energies formed by the manifest experiences of fallen protoss. All within these auras are touched by the ancestor's guidance, whether they realize it or not.

Ancestral Avatar Mastery I-III

Description: Mastery has three ranks, each rank increasing the avatar's passive statistics. These ranks are not cumulative with one another. Rank 1 gives the avatar a +1 bonus to all skill checks while outside an encounter. Rank 2 increases this bonus to +2. Rank 3 further increases this benefit to +4.

Ancestral Spirit

Description: You can summon an ancestral spirit at a location within distant range. This takes the form of an invincible, spectral protoss. Creating an ancestral spirit is a full-round action that costs 10 energy fatigue. Once created, the spirit provides an *Aura of Legends* area effect. You chose which aura the spirit is projecting. It can be different than whatever aura you are projecting, but the spirit cannot change the aura after being created. Once summoned, the spirit lasts for 10 rounds before dissipating. Alternately, you can create a new spirit that replaces any existing spirit you have.

Aura of Legends

Description: As a free action on your turn, you can project an invisible aura of power around yourself. This aura provides power and guidance from ancient void entities and preserved psionic essence of ancient protoss. This aura effects all allies within 30 squares of you. There are several auras that you can apply, but each applies to a chronicle you may have unlocked from the scholar class. To use an aura, you must have unlocked the related chronicle from scholar. Auras are only active inside of encounters, but you can have an aura active every turn.

For the variable effect of the aura, use the first numerical value until you have the Greater Aura ability.

Chronicle	Aura Effect
Children of Aiur	Recover 5/10 hit points at the start of each turn in the aura without spending a healing threshold
Dark Archon / Archon	When a psychic within the aura manifests a psionic power, recover 3/6 energy fatigue
Discord	Deal 2/3 damage per attack overage with melee attacks
Faith	Upon spending a morale, gain 10/20 protection points for 1 round
Firstborn	Recover 10/20 shield points when damaging an enemy with a melee attack or psionic power
Last Defense	+10/15 damage resistance when adjacent to 3 or more enemies or 1 swarm
Purification	Twice per turn, when defeating an enemy with a psionic power, recover 5/10 energy fatigue
Stewardship	Gains +2/5 defense when adjacent to 2 or more visible allies
Utter Darkness	When an enemy dies within the area, all allies within the aura recover 10/20 hit points without spending a healing threshold

Greater Aura

Description: When using *Aura of Legends*, either by yourself or the *Ancestral Spirit* ability, you use the higher, second number in the aura description.

Mastered Chronicle

Description: When using the Chronicles ability of scholar, if your Lore check to apply a chronicle is 30 or higher, the target also heals 10 hit points and recovers 10 shield points. They do not need to spend a healing threshold.

Simulacrum

Description: As a standard action, you can create an illusionary duplicate of an ally within your aura. Doing so requires a standard action, a DC 30 manifestation check, and 10 energy fatigue. This power creates a spectral duplicate of the character in an adjacent square of them. This duplicate has all of the current abilities and statistics of the source character. When that character acts on their turn, they perform both a full-round of their own actions and a move and standard action for their simulacrum. After performing their actions, the simulacrum disappears. The ancestral avatar cannot create a simulacrum of themselves.



Celestial Wrath

Special Requirements: In order to take this renown class, the character must fulfill the following requirements: Protoss Race (any), Psi Level 6, Pilot 8, access to Energy Psionic Discipline, and completed the Pilot class

Level	Class Bonus
1	<i>Celestial Wrath Mastery I, Soar the Stars</i>
2	<i>Psi-Infused Weapon Systems</i>
3	<i>Celestial Wrath Mastery II, Shield Recovery Stance</i>
4	<i>Celestial Manifestation</i>
5	<i>Celestial Wrath Mastery III, Star Smite</i>

Completion Skill Focus Options: Defensive Training, Pilot, Ranged

Celestial Wrath Description

The celestial wrath is a protoss pilot who has learned how to focus psionic energy into their vessel. To the outside observer, the vehicle appears to be a glowing comet. The celestial wrath readies themselves in their chosen star fighter and wages war with speed and power. The energies coursing through the vehicle are very based on the psionic might of the individual, with particularly powerful celestial wraths burning like miniature suns.

Celestial Manifestation

Description: While commanding a starship that is gargantuan-sized or smaller, you can manifest psionic powers despite being inside a vehicle. When doing so, increase the range of your powers by 2 range increments.

Celestial Wrath Mastery I-III

Description: Mastery has three ranks, each rank increasing the celestial wrath's passive statistics. These ranks are not cumulative with one another. Rank 1 gives the celestial wrath's vehicle 10 protection points at the start of any turn they do not have shields. Rank 2 increases this benefit to 20 protection points. Rank 3 further increases these benefits to 25 protection points and reduces all crippling wounds piloted vehicles suffer by 1.

Psi-Infused Weapon Systems

Description: The celestial wrath channels psionic energy into their weapon systems. They add their psi level to the penetration, damage, and accuracy of non-ordnance vehicle weapons.

Shield Recovery Stance

Description: When piloting a gargantuan-sized or smaller vehicle that is flying and controlled but moving at a speed of 0, the vehicle recovers 20 shield points.

Soar the Stars

Description: When piloting a flying vehicle in starship or mass combat, increase the vehicle's speed by 2 squares.

Star Smite

Description: You can project destructive psionic energy from your vehicle while flying. In starship combat or mass combat, inside a gargantuan-sized or smaller vehicle, you can travel through enemy's squares and deal damage to them. Every enemy whose square you move through on your turn suffers automatic 20x your PL damage energy damage.

Living Symbol

Special Requirements: In order to take this renown class, the character must fulfill the following requirements: Protoss Race (any), Psi Level 5, Leadership 7, Influence 7, Psionic Discipline Focus (telepathy), Inspirational Presence, Skill Focus (Influence), and completed the Fateweaver and Commander classes

Level	Class Bonus
1	<i>Living Symbol Mastery I, Psionic Voice</i>
2	<i>Mass Hypnosis</i>
3	<i>Living Symbol Mastery II, Inspirational Symbol</i>
4	<i>Rallying Figure</i>
5	<i>Living Symbol Mastery III, Symbol's Wrath</i>

Completion Skill Focus Options: Influence, Leadership, Mental Training

Living Symbol Description

The living symbol is a demagogue, orator, and celebrity amongst the protoss people. They are negotiators who speak to their people with calm and reassuring voices, appeasing their concerns and making them feel valued and important. Living symbols are usually in unofficial leadership positions in protoss society, for they represent the will of the people. While most living symbols have long since retired from warfare, those who continue to fight for their people have remarkable telepathic powers to influence and command others, as well as the resources of the chosen of the people.

Inspirational Symbol

Description: When this character is using a leadership combat augmentation, allies under the effect of their leadership cannot drop into negative morale level. If an ally is already at negative morale when the combat augmentation is applied, they still must be brought to positive or neutral morale level to gain this benefit.

Living Symbol Mastery I-III

Description: Mastery has three ranks, each rank increasing the living symbol's passive statistics. These ranks are not cumulative with one another. Rank 1 gives the living symbol +50 honor, and allied protoss in the party with the living symbol gain +25 honor as long as the living symbol is in the group. Rank 2 increases this benefit to +100 honor and +50 honor for allies. Rank 3 further increases this benefit to +200 honor and +100 honor for allies.

Mass Hypnosis

Description: The living symbol is able to easily manipulate others with hypnotic manipulation instilled in their psionic voice. They add their Psi Level to all influence checks. When performing combat influence actions, they can affect a number of additional targets equal to their Psi Level.

Psionic Voice

Description: Even without specialty equipment, such as a telepathic amplifier, you can use natural mind reading at a range of 10,000 kilometers. In addition, your telepathy psionic powers can be used at 2 further range increments. Finally, you can use telepathy powers and combat influence on the pilots of enemy vehicles.

Rallying Figure

Description: The living symbol can rally a large contingent of protoss warriors to help them with an operation. These troops remain under the living symbol's command until the mission is complete. This mission must be something simple, that can be resolved in one or two large encounters. After the mission is complete, the protoss warriors depart. This group of troops can only be ordered once a week, and the threat must be credible. If a living symbol rallies soldiers for a purpose that is judged meaningless, petty, or with blatant disregard for the lives of the soldiers, they lose 20-50 honor for not respecting the assets they have available (GM's discretion on how much honor is lost).

The type of invasion force ordered depends on the race of the of the Living Symbol.

Aiur: The invasion force consists of 30 templar zealots, with an artillery unit of 5 dragoons..

Nerazim: The invasion force consists of 10 nerazim centurions, 15 dark templar, with an artillery unit of 5 stalkers.

Tal'darim: The invasion force consists of 30 tal'darim zealots, with an artillery unit of 2 vanguards.

Purifier: The invasion force consists of 20 purifier sentinels, 3 energizers, with an artillery unit of 5 instigators.

Symbol's Wrath

Description: You can invoke psionic judgement on a huge number of enemies, by creating an invisible, telepathic storm of judgement, anger, and ill-will. This effects all enemies within distant range of you. Invoking Symbol's Wrath requires a DC 32 manifestation check and costs 16 energy fatigue. You make a psionic attack roll against the resolve of all enemies in the area, with an accuracy bonus equal to $\frac{1}{2}$ your influence ranks. If you hit a target's resolve, they suffer 8xPL psionic damage. This damage cannot deal crippling wounds. If you hit a target's resolve by 5 or more, they lose 2 morale levels. If you hit a target's resolve by 10 or more, they are tormented for 1 turn.



Master of Destiny

Special Requirements: In order to take this renown class, the character must fulfill the following requirements: Protoss Race (any), Psi Level 7, Intelligence 8, completed the Fateweaver and Elite Fateweaver classes.

Level	Class Bonus
1	<i>Destiny Mastery I, Manipulate Destiny</i>
2	<i>Window of Time</i>
3	<i>Destiny Mastery II, Temporal Mirages</i>
4	<i>Hand of Destiny</i>
5	<i>Destiny Mastery III, Course Correction</i>

Completion Skill Focus Options: Lore, Mental Training, Psionics

Master of Destiny Description

Manipulation of time and space is the hardest form of psionics to master and is only available to few. The very best temporal manipulators are the masters of destiny. Masters of Destiny are not only interested in manipulating time and space, but forcing it to bend in order to push their vision of how time should unfold. These temporal mystics have incredible power, able to completely bend reality before the eyes of others. It can be a dizzying experience, to watch reality change as your senses betray you. They can even cause battles to change battles in process to have proceeded differently than they had, all to ensure that 'their' interpretation of destiny is upheld.

Course Correction

Description: Sometimes destiny much be forced to stay on track. If the Master of Destiny has 5 destiny points, they can use all of them to force a radical course correction of destiny. By activating a course correction, the events of an encounter have played out differently, and much more in favor of the protoss and their allies. Activating a course correction is a full-round action that uses all 5 destiny points and costs 20 energy fatigue. You must have 20 energy available to use course correction. Course Correction can only be used once per day.

Activating a course correction effects all friends and foes within strategic range and applies all the following effects. Course correction does not affect the Master of Destiny.

-Heroic allies recover 100 lost hit points, 100 spent shield points, 10 points of spent energy fatigue, and removes 1 crippling wound point from each limb location.

-Non-Heroic allies recover 50 lost hit points.

-Non-Heroic enemies suffer 50 damage. This damage is not reduced by damage resistance, does not deal crippling wounds, and cannot reduce a target below 1 hit point. Enemy non-heroic swarms suffer 500 damage instead.

-Heroic enemies do not suffer damage but suffer the Tormented and Staggered conditions for 2 rounds.

Destiny Mastery I-III

Description: Mastery has three ranks, each rank increasing the master of destiny's passive statistics. These ranks are not cumulative with one another. Rank 1 gives the master of destiny a +2 manifestation bonus with temporal powers and allows them to manifest temporal powers at +1 Psi Level. Rank 2 increases these benefits to +4 manifestation and +2 Psi Levels with temporal powers. Rank 3 further increases these benefits to +6 manifestation bonus and +3 Psi Levels with temporal powers.

Hand of Destiny

Description: You begin encounters with +1 destiny point and can have a maximum of 5 destiny points. In addition, you gain a destiny point when an ally within short range rolls a natural 20 on a check. This cannot occur when you spend a destiny point to give an ally a natural 20.

Manipulate Destiny

Description: Your mastery of time and space has given you the ability to manipulate reality to fit in with destiny's intentions for you. For this purpose, you have a number of destiny points that you can spend to manipulate reality. You start each encounter with 1 destiny point. You instead start with 2 destiny points if your GM determines it is a particularly pivotal story encounter. You can gain a destiny point by rolling a natural 20 on a check. You can also spend a full-round action to spend 10 energy fatigue and make a DC 35 manifestation check. If you succeed, you gain 1 destiny point. You can have a maximum of 3 destiny points at once.

You can use destiny points as a reaction any number of times per turn. You cannot use destiny points on yourself. You can use destiny points for the following effects:

- Change a single check to a natural 20. This is done after the dice is rolled. The check gains all the effects as if they rolled a natural 20, including automatic success and morale.
- Used on an ally that was reduced to 0 hit points or killed by disfigurements or crippling wounds. The attack that slew them is cancelled against that target. In addition, that character has +20 damage resistance until the start of their next turn, but also gains 5 exhaustion points. An ally can only benefit from this effect once per day.
- Used on an ally that suffered damage from an attack. That attack does no damage, crippling wounds, or other ill effects towards the target.
- Miscellaneous non-mechanical effects that are up to player's imagination and GM's permission. These are events that could be described as lucky occurrences, such as a sudden change in weather, a rockslide, an asteroid flying nearby, or a random wandering enemy to appear.

Temporal Mirages

Description: Your connection with time allows you to summon a collection of past and future selves to surround you. They look identical to you and make it exceedingly difficult to hit you. This power is activated as a minor action that costs 4 energy fatigue and lasts for 1 round per 2 psi level for manifesting temporal powers. When activated, roll a d20 any time you are hit by a single target attack. On a 11+, the attack hits one of your temporal mirages and has no effect. This does not protect against area of effect or psionic attacks.

Window of Time

Description: You can peek through a window of time, allowing you to view events that happened in the past in a location. This power is usable once per 72 hours. It is a psionic ritual that takes time and focus. When you use this power, you must decide how far you want to look back in time. This determines the cast time and the DC to manifest. You have some level of control of this view back in time. For example, you can decide you want to look back to a certain event, regardless of how long ago it took place. Not matter how far back you look; you will always see time from your current location. When back in time, you can only travel within 30 squares of where you performed the ritual. This is simply a window of time, not time travel, so you cannot interact, influence, or change events that have already happened. You have up to 90 minutes of exploring and overseeing events before you are forced back to reality. In the present dimension, you are only gone for 1 round.

The following table determines the time of the ritual and the manifestation DC to successfully look back in time, based on how far back you are going.

Time Backwards	Ritual Preparation Time	Manifestation DC
Up to 10 days	2 full-round actions	15
Up to 1 month	2 full-round actions	20
Up to 1 year	5 full-round actions	25
Up to 10 years	1 minute	28
Up to 100 years	1 hour	32
Up to 1,000 years	1 day	35
Up to 1,000,000 years	10 days	40

Once you use window in time, success or failure, you must wait a day before you can try it again.

Reanimated Champion

Special Requirements: In order to take this renown class, the character must fulfill the following requirements: Protoss Race (any), permanently imbued within a cybernetic walker, Durability 10, Ranged 10, completed the Eternal Warrior and Commander classes.

Level	Class Bonus
1	<i>Reanimated Mastery I, Cannon Onslaught, Maximum Threat</i>
2	<i>Psionic Might</i>
3	<i>Reanimated Mastery II, Inspiring Monument</i>
4	<i>Shield of Defiance</i>
5	<i>Reanimated Mastery III, Defender to the Last</i>

Completion Skill Focus Options: Durability, Psionics, Ranged

Reanimated Champion Description

Imbuement in a cybernetic walker is a trying ordeal, and sometimes a bleak fate. The eternal warrior has accepted and adapted to their reality. The reanimated champion, on the other hand, has embraced it with zeal. They have full accepted their towering form and transformed into juggernauts of destruction. They exist as idols of war, figures of myth and power that devastate their enemies and inspire their allies to keep fighting on.

Cannon Onslaught

Description: The reanimated champion deals +2 power ratings of damage with their ranged weapon. The attack speed of their cannon is also increased by one step (from slow to average, for example).

Defender to the Last

Description: The reanimated champion gains +10 damage resistance. While the reanimated champion is not stunned, staggered, or immobilized, all allies within 6 squares of them gain +5 damage resistance.

Inspiring Monument

Description: The steadfast courage and valor of the champion inspires nearby allies. All allies within 30 squares of the champion gain +4 morale bonus.

Maximum Threat

Description: If the walker was originally a high threat walker, it is now extreme threat. If it was an extreme threat walker, it is now formidable threat. This effects how many times the character counts for splitting experience. Extreme threat entities count as 4 different entities, while formidable threat entities count as 8 different entities.

Reanimated Mastery I-III

Description: Mastery has three ranks, each rank increasing the reanimated champion's passive statistics. These ranks are not cumulative with one another. Rank 1 gives increases the character's ability scores by +2 strength, agility, fortitude. Rank 2 increases this benefit to +4 strength, agility, and fortitude. Rank 3 maintains the bonuses from rank 2, but also gives +2 instinct and willpower.

Psionic Might

Description: When gaining this trait, the reanimated champion choses a psionic weapon origin trait that they have access to. Their ranged weapon gains access to that psionic weapon origin if it didn't already have it. In addition, while the reanimated champion has no shields, they gain +5 to their manifestation checks. Finally, they manifest all powers at +1 Psi Level.

Shield of Defiance

Description: The reanimated champion gains +100 maximum shield pool. In addition, once per encounter, when the champion's shields are reduced to 0, it releases a devastating blast of retributive energy. Make an attack roll against all enemy targets within 3 squares of the reanimated champion, with an accuracy equal to the champion's level. On a hit, the attack deals damage equal to 1/3 the champion's maximum shield pool, or half that much damage on a missed attack. If the champion's shields are restored to full in the same encounter after using this power, the power resets and can be used again, despite the normal once per encounter limitation.

Telekinetic Blademaster

Special Requirements: In order to take this renown class, the character must fulfill the following requirements: Protoss Race (any), PL 7, *Telekinetic Combat* and *Telekinetic Impact* powers, Dual-Weapon Skill, Melee 7, Psychic Discipline Focus (telekinesis II) and Weapon Mastery (melee)

Level	Class Bonus
1	<i>Telekinetic Blademaster Mastery I, Natural Telekinetic Fighting</i>
2	<i>Attending Blade</i>
3	<i>Telekinetic Blademaster Mastery II, Eager Blades</i>
4	<i>Defensive Field</i>
5	<i>Telekinetic Blademaster Mastery III, Tornado of Blades</i>

Completion Skill Focus Options: Defensive Training, Melee, Psionics

Telekinetic Blademaster Description

The telekinetic blademaster is an ancient and rare protoss art, originating with the first centuries after the Aon of Strife. Merging telekinesis with protoss swordsmanship, the telekinetic blademaster is an individual of incredible focus who can wage war against many enemies at once with a collection of psionic blades. They seem untouchable sometimes, for every action against them is countered with the precise movement of one of a half dozen different blades.

Attending Blade

Description: When you are using *Telekinetic Combat* to carry protoss melee weapons, you can use some of those weapons to defend you. When an enemy within 6 squares of you makes an attack against you, you can spend a reaction to make an opportunity attack against your attacker with one of your held weapons. You choose which weapons makes the attack. The opportunity attack gains +2 accuracy and +10 damage for every other protoss melee weapon you are holding with *Telekinetic Combat*.

Defensive Field

Description: You gain +1 defense for every one-handed protoss melee weapon you are holding with *Telekinetic Combat*. In addition, the free attacks you get to make from the Attending Blade and Eager Blades trait can be made against foes within 15 squares, instead of 6.

Eager Blades

Description: When you manifest and strike a target with the *Telekinetic Impact* power, you make a bonus attack with that power equal to your Attending Blades counterattack ability as a free action. The target must be within 6 squares of you to do this.

Natural Telekinetic Fighting

Description: When using the *Telekinetic Combat* power, you suffer 0 energy fatigue to sustain the power if you are only using the power to hold protoss melee weapons. Meanwhile, if you are only holding one-handed protoss melee weapons, you suffer no accuracy penalty with the weapons.

Telekinetic Blademaster Mastery I-III

Description: Mastery has three ranks, each rank increasing the telekinetic blademaster's passive statistics. These ranks are not cumulative with one another. Rank 1 lets you carry 1 additional protoss melee weapon with *Telekinetic Combat*. Rank 2 lets you carry 2 additional protoss melee weapons with the power. Rank 3 lets you carry 3 additional protoss melee weapons with this power, and gives all protoss melee weapons used with *Telekinetic Combat* +5 penetration. Moreover, if you manifest *Telekinetic Combat* at PL 8 or higher, you add your ranks in this ability to the reach with one-handed protoss melee weapons held with this power, as per the level 8 enhancement of telekinetic weapon.

Tornado of Blades

Description: As a full-round action that costs 8 energy fatigue, you can summon all your protoss melee weapons held with *Telekinetic Combat* to attack every enemy near you in a spinning cyclone of weapon attacks. This is identical to an Attending Blade attack, but the attack gains a Close Burst (PL) area and Hailfire (2).

Tribal Champion

Special Requirements: In order to take this renown class, the character must fulfill the following requirements: Protoss Race (any), completed Elite Psychic Warrior and Psychic Master classes. You cannot have taken Commander to take this class. Taking this class prohibits you from taking Commander in the future.

Level	Class Bonus
1	<i>Tribal Champion Mastery I, Weapon Origin Mastery</i>
2	<i>Quickened Power</i>
3	<i>Tribal Champion Mastery II, Empowered Core Power</i>
4	<i>Mixed Fighting Style</i>
5	<i>Tribal Champion Mastery III, Legendary Prowess</i>

Completion Skill Focus Options: Melee, Psionics, Tactics

Tribal Champion Description

The tribal champion is a caste of warriors belonging to any of the protoss factions. Champions have forgone leadership to act as the elite soldiers of their people. Tribal champions have an immense amount of patriotism and loyalty to their people. This loyalty manifests in their combat training, where they have mastered the specific combat arts of their people. This is an ideal class for characters who are dedicated to combat but not leadership and wish to continue their training after finishing psychic warrior and psychic master.

Empowered Core Power

Description: You know how to make the best out of the Psychic Master basic power for your race (Psionic Lightning for Aiur, Shadow Walk for Nerazim, Blood Orb for Tal'darim, Magnetic Storm for Purifier). Each race gains their own benefit to their basic power.

-Aiur: Your Psionic Lightning ability gains +2 accuracy, +5 damage, +5 penetration, and the line is double its normal effect.

-Nerazim: When you use Shadow Walk, you deal 5xPL damage to all adjacent enemies to the square you teleported from. You can teleport 10 squares farther than normal.

-Tal'darim: Your Blood Orb ability increases its base range by 1 increment and gains +2 burst area. It also gains +2 accuracy and +5 damage.

-Purifier: Your Magnetic Storm ability gains +10 accuracy and costs 1 less energy fatigue.

Legendary Prowess

Description: You have perfected the fighting styles of your people. You gain one of the following combat perks based on which protoss sub-race you belong to.

-Aiur (Duel of Honor): You gain +3 defense against the last enemy you made a melee attack against. This bonus lasts until you attack a different foe, in which the defense bonus moves.

-Nerazim (Clean Kill): While you are cloaked, you gain a +10 bonus to using the Extermination ability.

-Tal'Darim (Ritual Slaughter): When you regain a healing threshold from the Merciless Hunger ability, you also heal hit points equal to your damage threshold.

-Purifier (Swift Reconstruction): Your Reassemble ability can be used more quickly and more effectively. It can be used up to 3 times per day, only takes 3 rounds to fully reassemble you, and heals 8x your level hit points.

Mixed Fighting Style

Description: If you slay an enemy with a melee attack, you lose 5 energy fatigue. If you slay an enemy with an offensive power, you can take an instant move or charge action.

Quickened Power

Description: You gain additional effectiveness with your Psychic Master basic power (Psionic Lightning for Aiur, Shadow Walk for Nerazim, Blood Orb for Tal'darim, Magnetic Storm for Purifier). Once per round you can use this power as a minor action, but it costs twice as much energy fatigue. You can use it quickly in the same turn you use it normally. In addition, you always manifest your basic power at +2 PL.

Tribal Champion Mastery I-III

Description: Mastery has three ranks, each rank increasing the tribal champion's passive statistics. These ranks are not cumulative with one another. Rank 1 gives the character +2 penetration with psionic melee weapons and +2 accuracy with psionic powers. Rank 2 increases these benefits to +4 penetration and +4 accuracy. Rank 3 increases the benefits to +5 penetration, +5 accuracy, and also increases the tribal champion's shield pool by 40.

Weapon Origin Mastery

Description: You know how to make the best out of the psionic weapon origin associated with your race. You gain the following ability based on your protoss sub-race.

-Aiur: When using a focusing weapon against a psionic enemy, the target gains energy fatigue equal to the amount you regained. If you are using a focusing weapon against non-psionic enemy, you instead recover 2 more energy fatigue.

-Nerazim: When using a warp weapon, your weapon gains rending equal to $\frac{1}{2}$ your Psi Level

-Tal'darim: When using a bane weapon against an opponent with an energy shield, you gain Hailfire (1). This damage cannot carry over and effect the target beneath the shield. If you are attacking an unshielded opponent, your attack gains +2 bleed.

-Purifier: When using a purity weapon, your weapon gains bonus penetration equal to your Psi Level.



Tribal Elder

Special Requirements: In order to take this renown class, the character must fulfill the following requirements: Protoss Race (any), completed Elite Psychic Master and either the Fateweaver OR Scholar class. You cannot have taken Commander to take this class. Taking this class prohibits you from taking Commander in the future.

Level	Class Bonus
1	<i>Tribal Elder Mastery I, Psionic Reinvigoration</i>
2	<i>Favored Power</i>
3	<i>Tribal Elder Mastery II, Overwhelming Psionic Presence</i>
4	<i>Improved Psionic Recovery</i>
5	<i>Tribal Elder Mastery III, Legendary Casting</i>

Completion Skill Focus Options: Lore, Mental Training, Psionics

Tribal Elder Description

The tribal elder is a deeply devoted loyalist to their protoss subrace. Elders are psychic masters who understand their powers on an intellectual level and can manipulate psionic energy in unique fashions. Elders have no claim on leadership, forgoing a pursuit in hierarchy to master their combat powers. This is an ideal class for psychic masters who want to continue devoting themselves as their roll as a support or offensive caster without having to split their focus in melee combat or leadership.

Favored Power

Description: Chose one of the following powers when you gain this ability: *Mind Blast*, *Telekinetic Impact*, or *Psionic Bolt*. You can use that power once per round as a minor action. When doing so, it costs 1 energy fatigue, regardless of base cost or modifiers, and has a base range of short, although it can be fired further with range penalties.

Improved Psionic Recovery

Description: You can make the check to recover energy fatigue as a move action. If you have a feature that already allows you to recover as a move action, you can recover it as a minor instead.

Legendary Casting

Description: You have perfected the psionic fighting style of your people. You gain a special ability related to psionics based on what protoss subrace you are.

-Aiur (Arch Psychic): You can manifest two psionic powers with a single standard action, paying full energy cost and making manifestation checks separately. Furthermore, you reduce the energy fatigue sustain costs of all powers by 1 (minimum of 0).

-Nerazim (Psionic Infusion): When you manifest a psionic power, you gain the Mighty Boost (2) and Skilled Boost (1) conditions for the remainder of the encounter. Every subsequent power you manifest increase the Mighty Boost by 2 and Skilled Boost by 1, to a maximum of Mighty Boost (20) and Skilled Boost (10). These conditions go away at the end of an encounter.

-Tal'Darim (Power Management): Decrease the manifestation DCs of all powers by 4 and the energy fatigue cost to manifest all powers by 2 (minimum of 0).

-Purifier (Restoration Subsystems): You recover 2 additional energy fatigue at the start of each turn.

Overwhelming Psionic Presence

Description: Your psionic powers deal extra conditions to those that are struck. Anyone that takes damage from your offensive psionic powers must make an Endurance check with a DC of 20+ the PL the power was manifested at. If they fail, they suffer from a condition determined by your protoss subrace.

-*Aiur*: The target is Staggered for 1 round.

-*Nerazim*: The target is Blinded for 1 round.

-*Tal'darim*: The target is Tormented for 1 round.

-*Purifier*: The target is Slowed for 1 round.

Psionic Reinvigoration

Description: Whenever you spend energy fatigue on manifesting a psionic power, you produce life giving energies that allow you or your allies to heal. This healing does not spend a healing threshold. How much and who you heal depends on your protoss subrace and how much energy fatigue you spent.

-*Aiur*: You and all allies within medium range recover hit points equal to the energy fatigue spent.

-*Nerazim*: You and one ally within short range recover hit points equal to twice energy fatigue spent.

-*Tal'darim*: You recover hit points equal to thrice energy fatigue spent.

-*Purifier*: You increase your own regeneration by $\frac{1}{2}$ energy fatigue spent (minimum 0). This lasts for 2 rounds. If you manifest a power while this benefit is still active, you increase the rounds you are regenerating by 1 and increase your regeneration by $\frac{1}{2}$ the energy fatigue cost of the power. The effects stack.

Tribal Elder Mastery I-III

Description: Mastery has three ranks, each rank increasing the tribal elder's passive statistics. These ranks are not cumulative with one another. Rank 1 gives the character +2 accuracy with psionic powers and causes psionic powers to deal +5 damage. Rank 2 increases these benefits to +4 accuracy and +10 damage. Rank 3 increases the benefits to +6 accuracy and +20 damage.



Tribal Lord

Special Requirements: In order to take this renown class, the character must fulfill the following requirements: Protoss Race (any), completed Psychic Warrior, Psychic Master, and Commander classes as well as the elite variant on at least 1 of those classes. Taking this class prohibits you from taking the Tribal Champion or Tribal Elder renowned classes.

Level	Class Bonus
1	<i>Tribal Lord Mastery I, Ultimate Leader</i>
2	<i>Rally to the Cause</i>
3	<i>Tribal Lord Mastery II, Legendary Survivability</i>
4	<i>Focused Fury</i>
5	<i>Tribal Lord Mastery III, Legendary Power</i>

Completion Skill Focus Options: Durability, Leadership, Melee, Psionics

Tribal Lord Description

The tribal lords are the pinnacles of their people. They serve dual purpose of both the commanders of protoss legions and the governors of protoss civilization. They are experienced individuals who have earned their place through experience defending their people from their enemies. This is an ideal class for protoss who want to be leaders as well as powerful combatants. It is a long investment to become a tribal lord, but the payoffs are quite incredible. Protoss who do not want to invest heavily in leadership might be better of becoming a tribal champion or tribal elder.

Focused Fury

Description: When you are making a charge attack with a melee weapon with the psionic weapon origin trait, you deal +40 damage.

Legendary Power

Description: You are a pinnacle of the protoss people and have unlocked a special attack. This special attack is the pinnacle of your people's fighting style, and the attack you gain depends on what protoss subrace you belong to.

-Aiur (The Infinite Cascade): As a full-round action, you make an attack with a melee weapon against every target within 6 squares of you. If you are dual wielding, you can make an attack with both weapons as part of this move. If there is an enemy swarm with 6 squares of you, you gain Hailfire (+3) against the swarm.

-Nerazim (The Reaper's Due): As a full-round action, you can make a single melee strike at target within reach. This attack gains +50 accuracy and deals +120 damage.

-Tal'darim (The Warlord's Onslaught): By spending a full-round action, you can instead make 3 standard actions, all of which must be used to make melee attacks. All of the attacks gain Hailfire (+1).

-Purifier (The Comet's Surge): As a full-round action, you can make a charge action against a target. This charge gains +10 accuracy and deals +50 damage. If there is enemies between you and the target of your charge, you push through their squares and deal 60 damage, penetration 20, to them.

Legendary Survivability

Description: You are incredibly difficult to kill. You gain survivability bonuses based on what protoss sub-race you belong to.

-Aiur: You gain +50 maximum hit points, +50 maximum shield pool, and +6 damage threshold.

-Nerazim: You gain +100 maximum shield pool and recover 10 shield points at the start of every turn.

-Tal'darim: You gain +100 maximum hit points and recover twice as many hit points when you are subjected to healing that causes you to spend a healing threshold.

-Purifier: You gain +12 damage threshold. In addition, when you suffer a crippling wound, roll a d20 for every crippling wound point you would suffer. Each time you roll a 11+, you negate a crippling wound point.

Rally to the Cause

Description: When the character rallies allies and activates the Resilience of the Firstborn ability, they cause additional benefits for their allies in addition to the shield recovery and morale points gained. This benefit varies based on the protoss sub-race the tribal lord belongs to. This also applies the tribal lord if they give themselves morale.

-*Aiur*: The ally recovers +10 shield points per morale point you give them.

-*Nerazim*: The ally can teleport to a nearby square, traveling a maximum range of 3 squares per morale point you give them.

-*Tal'darim*: The ally recovers 2 spent energy for each morale point you give them.

-*Purifier*: The ally heals 5 hit points for each morale point you give them.

Tribal Lord Mastery I-III

Description: Mastery has three ranks, each rank increasing the tribal lord's passive statistics. These ranks are not cumulative with one another. Rank 1 gives the character +2 attack accuracy, +2 accuracy with psionic powers, and +20 maximum hit points. Rank 2 increases these benefits to +4 accuracy with attacks and powers and +40 maximum hit points. Rank 3 increases the benefits to +6 accuracy with attacks and powers and +60 maximum hit points.

Ultimate Leader

Description: When you perform a rally action, you produce 1 more morale point than you would normally produce on a successful check. When distributing morale, you can give up to 2 morale points to a single ally. In addition, you can give allies morale points two beyond their normal limit through rallying. For example, normal allies can gain 7 morale points, jaded can gain 3, while cynic and emotionless allies can still not gain morale.



New Infested Directives

Directives determine an infested character's abilities, given them a huge suite of powers that define a role for them beyond their mutations. Infested start with a directive, and gain another directive every 10 levels, up to 4 at level 30.

Infested Bio-weaver

Ability Scores: +1 instinct, +1 willpower

Skill Focuses: Lore AND EITHER Ranged OR Medicine

Bonus Talent: Biomass Reservoir

Special Ability (Master of Biomancy): Infested Bio-weavers are skilled at manipulating the biomass of themselves and their fellow zerg. Upon taking this evolution discipline, you gain access to Basic Biomancy evolution discipline and one biomancy power. Furthermore, you are very skilled at using such powers, and so you may choose to have any biomancy power also affect yourself regardless of its normal targeting, except for consumption or devour. At level 5 you gain access to Advanced Biomancy evolution discipline and another biomancy power. At level 20 you double the damage caused by the corrosive trait of biomancy powers and increase the DC to acrobatics check out of corrosive status by 5.

Special Ability (Boosted Regeneration): Your weave restorative energy into your already helpful powers. When you affect an allied zerg with *Frenzy*, *Transfusion*, *Wild Mutation*, *Bio-plasma Blood*, or *Mend*, that zerg increases their regeneration by $\frac{1}{2}$ your level (minimum 1) for 1 minute.

Special Ability (Spawn Zergling): At level 5 you gain the ability to spawn a Zergling from an egg you create. By spending 10 biomass over a minute you spawn a zergling under your control, even if you are at your command cap. The spawned zergling gains 5 hit points and +1 accuracy and +1 damage on its attacks per 2 levels you are above 5, up to level 30. You may have a maximum of one Zergling at level 5, and 2 zerglings at level 15. The infested bio-weaver counts as 2 additional characters in any encounter in which they had a zerg minion. The infested becomes a command strain if they were not already and have a command limit of their Psi Level times their Willpower.

Description: The infested Bio-Weaver is an unusual directive of infested designed to better support other infested and zerg. Using specially-altered biomancy powers, bio-weavers both empower and protect nearby allies, while also striking enemies with powerful blasts of corrosive bio-plasma. More experienced bio weavers are so skilled that they are given copies of the Zergling code to generate bodyguards for themselves.

Infested Mender

Ability Scores: +2 intelligence

Skill Focuses: Medicine AND Lore

Bonus Talent: Universal Knowledge

Special Ability (Zerg Medic): Infested Menders have both encyclopedic knowledge of zerg biology and the ability to generate tissue grafts from glands in their hands or weaponized arms. As a move action the mender may spend 3 biomass to roll a medicine skill, healing an adjacent wounded zerg or infested hit points equal to double the check result. At level 5 the medicine skill check is made at +5, at level 10 the bonus increases to +15, and at level 15 the healing is equal to triple the skill check result.

Special Ability (Organlings): Infested Menders may grow specialized zerg bioforms called organlings, specialized to burrow in place and serve as the damaged organ while it heals, and then separate and die without harming the host. It takes 1 minute to grow and deliver the organlings, +1 minute for every size category the target is above medium. Creating and organling requires 2 biomass plus 2 biomass per size above medium to generate the appropriate organlings for the target. One organling cures up to 2 crippling wounds on the target. Three uses of this power used in succession can be used to regrow a lost limb or organ.

Special Ability (Assistant Microswarm): Various small glands on the skin or armor of the mender can house or generate tiny, flying zerg assistants. By spending 2 biomass as a minor action, the mender may create and release these creatures in loose swarm in the squares adjacent to the infested for 1 minute. Any foes that begin their turn in the swarm take 5 piercing damage at the start of their turn. Any zerg or infested allies that begin in the swarm instead gain +5 to their regeneration for that round at the start of their turn. At level 5 the swarm expands to a burst 3 area around the mender. At level 10 the swarm expands to a burst 4 and the damage/regeneration increases to +6, and at level 15 the swarm expands to a burst 6 and the damage/regeneration increases to +8. The swarm moves with the mender.

Description: The infested mender is a highly sought-after form of advanced infested, calling on the knowledge, compassion, and instincts of infested doctors, nurses, and biologists. Knowledge of, and empathy towards, zerg and infested forms are far more pronounced in the infested menders than any other type of infested. With abilities to rapidly generate healing tissues, glands, as well as supporting zerg organisms makes the mender a tremendous asset to the swarm.

New Infested Advanced Directives

Infested Advanced Directives are directives that can be chosen at level 20 and on. They are more powerful and specialized directives that are restricted to the best infested. In addition to requiring a higher level, they may have additional requirements.

Infested Hellbringer

Ability Scores: +2 instinct

Requirements: Level 20, Infested Commando or Infested Agent of the Swarm Directive

Skill Focuses: Tactics AND Melee OR Ranged

Special Ability (Corrosive Armory): The infested hellbringer can modify their weaponry and loaded ammunition with short-lived acidic secretions. The infested may select one terran weapon they are carrying as a minor action. The next time they fire that weapon before the end of their turn, that weapon gains the acid and corrosion traits. This may be activated as a free action for weapons that are attached as part of the gun fusion mutation

Special Ability (Infested Armor Specialist): The infested hellbringer uses adaptive mutations and specialized training to match their armor and abilities based on the mission at hand. They gain bonuses based on what kind of terran armor they are wearing:

Armor Type	Bonus
Light or None	+2 Movement speed, +1 shift speed, +5 to stealth and acrobatics checks
Heavy	+3 Regeneration, +3 Damage Threshold, +5 perception and survival checks
Super Heavy	Gain 20 protection per turn, may automatically get rid of burning and melting conditions as a move action with no check required.

Special Ability (Swath of Destruction): The Hellbringer's melee attacks with terran weapons gain cleaving (1); all ranged Burst, Line, or Cone ranged attacks with terran weapons may increase their area by $\frac{1}{4}$ (min 1). Attacks against swarms using terran weapons gain hailfire (1).

Description: The Infested Hellbringer is the exemplar of what many fear from infested terrans: terran ingenuity and equipment combined with zerg mutation and enhancements. While often taking the role of a siege-breaker with power armor and heavy weapons, the hellbringer is surprisingly adaptable, excelling at infiltrations, scouting, and assassination roles as well.

Infested Slayer

Ability Scores: +1 agility, +1 intelligence

Requirements: Level 20, At least one melee zerg natural weapon, Intimidating Presence I talent, Distraction talent, Influence 8 ranks

Skill Focuses: Stealth AND Melee OR Athletics

Special Ability (Reckless Attacks): Designed with aggression even beyond other infested, slayers are furious combatants even to their own allies. As a free action, the slayer may gain Cleaving (2) on their next melee attack with a zerg natural weapon, but if activated allies in the cleaving area may be hit by the attacks as well as allies adjacent to foes in the area.

Special Ability (Clever Flayer): Despite their aggression, slayers are far from mindless killers. Melee attacks with zerg natural weapons ignore shield armor and cause bleeding equal to $\frac{1}{2}$ their intelligence if they cause any damage with the attack. This bleeding stacks with other abilities as normal.

Special Ability (Blood-Bathed Terror): Slayers are battlefield terrors. When an enemy within short range of the infested slayer takes bleed damage, the target loses one morale level and the slayer gains protection points equal to the bleeding damage taken. If the slayer makes a melee attack with a zerg natural weapon against a target that is bleeding, they may make a combat influence attempt as a free action after the attack.

Description: The infested slayer is a cunning, but brutal directive for those advanced infested with a combination of lethal skills and expertise in fear and coercion. They are extremely brutal combatants but are a risk even to their own companions.

Infested Artisan

Ability Scores: +1 intelligence, +1 willpower

Requirements: Level 20, Surgical Precision II talent, Structural Weakness II talent

Skill Focuses: Three of the following: Computers, Lore, Medicine, Science, and Tactics

Special Ability (Expert Attacker): The infested artisan can call upon their knowledge and expertise to masterfully attack their foes. They double the bonuses from their ranks in surgical precision and structural weakness.

Special Ability (Flesh Fixer): Whenever the infested artisan uses an ability to spend biomass and give healing or protection points to another zerg or infested construct, they give 50% more. Whenever the infested artisan uses an ability to spend biomass and cure crippling wounds on another zerg or infested construct, they heal an additional crippling wound. Whenever the artisan uses an ability to spend biomass to craft terran gear, they may treat their workshop as if it were 1 tier higher.

Special Ability (Helper Drones): Infested Artisans may spend 1 hour and 10 biomass to create a clutch of zerg drones from eggs. The artisan can have a total number of drones equal to half of his willpower score and can create that many from a single use of this ability. These drones are not much use in combat, but each can carry 400 lbs of gear or one helpless or willing medium creature. By working together two drones can carry a large creature or object, or 4 drones working in tandem can carry a huge creature or object. These drones can also help with science and medicine checks outside of combat, each adding a +2 bonus. Any combat in which the infested artisan's drones contribute or are targeted causes the artisan to count as one additional combatant.

Description: The infested artisan represents the masters of zerg crafting and healing. These invaluable engineers and scientists combined with their drone helpers are instrumental in supply and retrieval missions but combined with their other skills they can be a great aid to any zerg force.

Infested Spawner

Ability Scores: +2 willpower

Requirements: Level 20, Access to Advanced Spawning Evolution powers, At least one of the following directives: Bulbous Bile Bringer, Infested Bio-weaver, Infested Commander, or Infested Artisan

Skill Focuses: Command and Mental Training

Special Ability (Minion Commander): The infested spawner is a command strain zerg, rather than specialist strain. They can gain the command skill and automatically learn the *Dominant Minion* psionic power. They gain a command limit, equal to the Psi Level times their Willpower. They can learn new command tactics through talents. In addition the spawner increases the maximum number of minions that may be created and controlled through the Spawn Baneling, Spawn Zergling, Personal Guardian, and Helper Drones abilities by 1 each. The number of zerg minions that may be commanded is limited by the spawner's command limit, as normal. Attempting to create minions above this cap fails. Any battle in which the infested spawner has any of their minions from other directive power, they are counted as one additional combatant over normal.

Special Ability (Minion Spawner): The spawner gains a modified version of the Spawn Minion spawning evolution power. The infested spawner may create an egg for the minions they can create or call using the Spawn Baneling, Spawn Zergling, Personal Guardian, and Helper Drones powers using this power, ignoring the minion's size. For the purpose of time to hatch, the minion is treated as if they are level 20.

Special Ability (Charged Creep): While the spawner is on creep, they increase their regeneration by 5 and their movement speed by 3 so long as the entirety of the movement is on creep. By spending a minor action on their turn, they give this bonus to all zerg allies in 30' that are standing on the same contiguous area of creep as the spawner. This affect when given to allies lasts for 1 minute.

Description: The Infested Spawner is an extremely rare form of infested, the bloated creatures acting more like a forward hatchery than anything else. The ability to spawn minions and generate a forward wave of creep without needing to expose drones to danger has tremendous strategic benefit to the swarm.

New Primal Zerg Archetypes

Archetypes are powerful and permanent evolutions for primal zerg. They represent mindsets, full body changes, and changes in overall morphology. Archetypes are similar to both evolutions as well as infested terran directives. Like the latter, archetypes give bonus ability score points and skill focuses. However, archetypes are acquired like evolutions, by spending essence points or through consuming special creatures. They use their own slots, however, and do not take normal body slots. Primal zerg gain their first archetype slot at level 5 and gain up to six by level 30.

Alpha Combatant

Essence Point Cost: 60

Special Acquisition Method: Consume a creature with both the Hunter and Bruiser creature types

Ability Score: +1 strength **Skill Focuses:** Melee

Special Ability (Damage Negation): When you suffer damage from any source, 1/3 of that damage is not dealt to your hit points. Instead, it goes into a secondary pool of damage. This damage is split after any modifiers to damage, including hailfire and damage resistance. It does not prevent crippling wounds based on total damage. At the end of every turn, you suffer all the damage that was in your pool. This damage does not cause crippling wounds. However, if you deal damage with a melee attack while you have damage in your secondary pool, you reduce the damage in the pool by 1/3 the damage you dealt. This occurs with any melee attack, including minor action attacks and opportunity attacks.

For example, if you suffer a hit of 60 damage, you will suffer 40 damage and 20 damage goes into your pool. If you take an additional of 30 damage, you will suffer 20 damage and 10 damage would go into your pool. If nothing else happens, you would take 30 damage at the end of your next turn (20+10). However, if you make a melee attack that deals 45 damage, after all modifiers, you will reduce the damage in your pool by 15. Thus, you would only suffer 15 damage at the end of your next turn (20+10-15).

Special Ability (Retaliatory Fury): You gain the Mighty Boost (X) condition, where X is equal to 1/4 the damage in your secondary damage pool.

Description: Alpha combatants are always fighting. They seek to test their evolutions in the thick of the largest battles between primals. They act like mercenaries, serving whichever pack leader they want in exchange for prime feasting rights. These primals thrive on pain; not just dealing it but taking it as well. By having their own chitin rendered, they feel it opens them up from new and innovative evolutions.

Armored Behemoth

Essence Point Cost: 30

Special Acquisition Method: Consume a primal with Genetic Quirk: Fortitude

Ability Score: +1 fortitude **Skill Focuses:** Durability

Special Ability (Hardened Shell): You gain a bonus to damage threshold and toughness equal to twice the resistance rating of your natural armor. You also improve your natural armor's damage resistance by your resistance rating. In addition, if you do not move in your turn, you can brace yourself as a move action. When you brace yourself, you gain 3x fortitude protection points.

Special Ability (Natural Armor Focus): All natural armor evolutions costs 1 less body slot to use. Thus, a plated carapace evolution would only take 2 body slots. In addition, the essence cost of tier 2 natural armor is reduced by 10. The essence cost of tier 3 natural armor is reduced by 20. This also allows you to take those natural armors earlier.

Special Ability (Fortitude Focus): If the character has Genetic Quirk: Fortitude and this archetype, they gain additional bonuses. They gain a permanent +3 damage resistance, and, when they brace, they gain protection equal to 4x fortitude.

Description: The armored behemoth believes the best offense is a good defense. They have specialized their evolutions in increasing the resilience of their hide, creating a turtle-like shell around their body. Once suitably protected, they hunt at their own leisure, fighting to outlast their foes rather than take them down quickly.

Bio-Artillery

Essence Point Cost: 30

Special Acquisition Method: Consume a prima with Genetic Quirk: Instinct

Ability Score: +1 instinct **Skill Focuses:** Ranged

Special Ability (Biological Marksman): Your biological weaponry is perfected for use as artillery. Your natural ranged attacks gain +2 base range increments and +2 accuracy.

Special Ability (Bio Bombardment): You can choose to fire a single ranged natural weapon twice. To do so, you must spend a full-round action, that does nothing but allow you to fire a single weapon two times with a -10 accuracy penalty. You can target the same target twice, or two different targets once.

Special Ability (Instinct Focus): If the character has Genetic Quirk: Instinct and this archetype, they can reduce the penalty on bio bombardment to -5 and gain +5 penetration with this attack.

Description: The bio-artillery wages war from afar, blasting opponents with long ranged acidic spew. They have adapted by creating prolonged barrels for their natural weapons. Some even create these barrels within their mouths, that can extend from the gullet to allow long-ranged spits as needed. Once the artillery shots are no longer needed, these mouth-barrels retract back into the primal's throat.

Den Mother

Essence Point Cost: 30

Special Acquisition Method: Consume a sentient creature with at least 6 ranks of medicine

Ability Score: +1 intelligence **Skill Focuses:** Medicine

Special Ability (Regenerative Spores): You possess a barely visible spore cloud aura that effects nearby Zerg and enhances their regeneration. All Zerg within line of sight and medium range of you gain bonus regeneration equal to your character level. In addition, the you gain the *Transfusion* power even if you lack access to Biomancy powers, used at Advanced level unless you have higher. You heal extra hit points when using *Transfusion* equal to 5x your level.

Special Ability (Restoration Spines): You possess a selection of needle-like spines that allows you to operate on Zerg with. These spines function like a trauma kit, allowing you to perform medicine checks to perform surgery. If the target is a Zerg, you perform surgery in half the time and gain a bonus to medicine checks equal to your character level. This includes checks to remove crippling wounds, stabilize, and perform surgery to deal with disfigurements.

Description: It is rare for a primal to focus on nurture; they are usually in it for themselves. The den mother, however, focuses on protecting and securing their brood and kin. They emit a mist of violent spores that adhere to nearby Zerg, causing greatly improved regeneration. Moreover, den mothers possess a collection of needle-like appendages under their abdomen, that they can use to perform delicate surgeries on critically wounded primals.

Elemental Terror

Essence Point Cost: 130

Special Acquisition Method: None

Ability Score: +1 willpower **Skill Focuses:** Durability

Special Ability (Elemental Enhancement): You gain further enhanced effects relating to one of your elemental abomination archetypes. Chose one archetype you possess, from between Fireborn, Frostfel, Miasmic, and Storm. You gain the following benefits as relates to that archetype.

Fireborn Aberration: You gain +5 accuracy, +2 power ratings of damage, and +10 penetration with any attacks with a ranged weapon with the Flames trait. You gain +40 damage resistance, instead of +20, against attacks with the Flames trait. Your fire aura increases to 20+ 2x your level energy damage and expands a number of squares equal to twice your reach. Finally, you leave a wake of fire behind you as you move across the ground or fly near the ground. All ground you move through, or fly within 6 squares of, counts as a blaze for 2 turns.

Frostfel Aberration: You gain +5 accuracy, +2 power ratings of damage, and +10 penetration with any attacks with a ranged weapon with the Freeze trait. You gain +40 damage resistance, instead of +20, against attacks with the Freeze trait. Your bonus to damage resistance from Glacial Beast increases from +4 to +12. In addition, if an enemy fails their Endurance check against your Frozen Aura three turns in a row, they gain the Frozen condition.

Miasmic Aberration: You gain +5 accuracy, +2 power ratings of damage, and +10 penetration with any attacks with a ranged weapon with the Acid Damage trait. You also gain +20 to your endurance checks against poison. When attacking with a weapon with the Corrosion trait, you gain +10 accuracy against the target's toughness. All your poison effects gain +5 DC and deal +20 damage. When a target is suffering from the Melting condition, they suffer -10 to their endurance checks against your poison.

Storm Aberration: You gain +5 accuracy, +2 power ratings of damage, and +10 penetration with any attacks with a ranged weapon with the Energy Damage and Stun traits. You also gain +20 to your endurance checks against the Stun trait. Your electrical aura has an area equal to twice your reach, gains +5 accuracy, and deals damage equal to 20 +2x your level. In addition, every time you inflict Stun on a target, they become a node of emitting electricity. On the stunned target's turn, they suffer 20 +2x your level energy damage (Penetration 10) and deal the same damage to every target within their reach.

Description: Many powerful primal Zerg adopt different energies to improve their personal power, wielding fire, acid, lightning, or ice as part of themselves. The most powerful of those are known as Elemental Terrors. Elemental terrors are no longer truly corporeal beings, as they have become creatures of that source of energy. Their elemental nature pours from their orifices and wounds, presses against their skin and scales, and emits in great waves of power from them.

Restriction: You must have one of the listed Elemental Aberration archetypes to take this archetype

Feral Strategist

Essence Point Cost: 30

Special Acquisition Method: Consume a creature with Genetic Quirk: Intelligence

Ability Score: +1 intelligence

Skill Focuses: Tactics

Special Ability (Primal Plotter): Your natural intelligence and sense of cunning allows you to manipulate battles to your advantage. After initiatives are rolled but before the beginning of the encounter, you generate a number of strategy points equal $\frac{1}{2}$ your tactics ranks +1. You can use these strategy points both before an encounter and while the encounter is in progress.

Upon generating strategy points, but before the encounter begins, you can spend strategy points on the following effects. You must be within sight and communication range with any allies or enemies you effect with strategy points.

- 1) You give yourself or one ally the Hidden condition
- 2) You or one ally Zerg can instantly burrow or unburrow
- 3) You or one ally can move their normal speed
- 4) Two allies can swap their initiatives.
- 5) You can have traps prepared ahead of time for the battlefield. Every strategy point you spend on traps before battle gives you one trap to use during the battle. You can only purchase traps at the start of a fight.

If you have any strategy points leftover after spending them, you can use them for the remainder of combat on Battlefield Manipulation effects (see below).

Special Ability (Battlefield Manipulation): Strategy points that were not used at the beginning of combat can be used as combat proceeds. You can spend a strategy point on the following effects during the battle:

~Traps: If you spent strategy points to prepare traps before battle, you can use this power. Whenever an enemy finishes their movement on their own turn, you can spend a strategy point to say that you had a trap prepared for them in the square they moved into. At the end of their movement, they trigger the trap. See the sidebar below for the different types of traps and their effects.

Traps

Webbing Trap: The target of your trap must make an acrobatics or strength test (DC 15 + your intelligence) or be immobilized for 2 turns. The DC of your webbing trap improves by 10 for every rank of pestilence evolution discipline you possess.

Explosive Spore Trap: The trap your target triggers explodes. They suffer at an attack against them (accuracy 5+ your intelligence) or they suffer 40 damage, penetration (intelligence), or half that much damage on a missed attack. The damage of the trap increases by 20 for every level of biomancy evolution discipline you possess, and the accuracy bonus increases by 5 for every level spawning evolution discipline you possess.

Spore Trap: The trap releases poisonous spores in the surrounding area. The spores effect a Burst area equal to your $\frac{1}{2}$ your intelligence for rounds equal to your intelligence. Everyone that ends their turn in the area must make a DC 8 + your level endurance check or suffer 10 + intelligence + level poison damage. Every rank of pestilence evolution discipline you possess increases the endurance DC by 3 and the poison damage by 5.

~Shock Assault: When an ally finishes a move or charge action, you can spend a strategy point to declare a shock assault. If you do, all enemies within 2 squares of your ally loses 2 morale levels.

~Coordinate: By spending a strategy point, you cause two allies within short range of one another to swap squares. This can be done as a minor action on your turn. Those allies must not have any obstacles between them that prohibits their movement.

~Misdirect: When an enemy declares you or an ally as the primary target of their attack, you can spend a strategy point to make another visible ally, or yourself, the primary target of the attack. The target you misdirect to must be within short range of the original target.

Special Ability (Intelligence Focus): If the character has Genetic Quirk: Intelligence and this archetype, they gain +3 strategy points every encounter. In addition, your traps function as if your intelligence is 3 higher than normal.

Description: Intelligence is a rare trait for a primal zerg, but it is not unheard of. After all, Dehaka, perhaps the greatest remaining pack leader, is a creature of intellect and not strength. It is easy to underestimate a beast. Feral strategists use their cleverness to outwit their foes, plant traps, fool their enemies, and maneuver those willing to listen to their genius. While there are no primal scientists, terrans do not have a monopoly on cleverness.

Genetic Anomaly

Essence Point Cost: 80

Special Acquisition Method: Consume a creature of level 20 or higher with the requisite Genetic Quirk

Ability Score: +1 to your Genetic Quirk ability score (see restriction also)

Skill Focuses: Any 1 Skill

Special Ability (Genetic Perfection): You gain further enhanced effects relating to the Genetic Quirk you began with. If you gained a genetic quirk from another source, it does not get expanded. You only gain benefits with your starting Genetic Quirk.

Agility: Your fleet movement trait allows you to move at 12x your movement speed. You gain +5 base movement speed. If you have access to rapid flight, you gain +200 maximum speed. Reduce the hailfire of all attacks against you by 1.

Fortitude: You gain bonus maximum hit points equal to 10x your level, instead of 5 times. You gain +10 regeneration instead of +5. You recover 3 biomass at the start of each turn instead of 1, and have +20 maximum biomass. You also gain a +5 bonus to damage resistance.

Instinct: You add twice your instinct to damage with ranged weapons, and your maximum attack overages with ranged weapons are equal to twice your instinct. All of your burst attacks gains +1 burst, your line attacks gain +4 line, and your cone attacks gains +2 cone. You reduce penalties to attack beyond your base range by 2. Your advanced senses functions at a range of 10x instinct squares, instead of 5x instinct.

Intelligence: You gains +1 maximum skill ranks in all skills. You add ½ your intelligence score to attack and evolution power accuracy. You can use your intelligence instead of other ability scores to determine your maximum attack overages and defense score.

Strength: You add twice your strength ability score to melee damage, and ½ your strength to melee weapon penetration. You can add ½ your strength to your movement speed INSTEAD of adding ½ agility. Your unyielding trait gives protection equal to twice your level, instead of your full level.

Willpower: You can have a maximum of 5 positive morale levels and gain +5 morale bonus. You gain +10 command checks, improving to +20 if you have the pack leader archetype, and you can apply 2 command tactics to a single primal zerg minion. You gain +5 on influence tests when talking to Zerg or Primal Zerg. Your terrifying roar ability effects all enemies within 3x willpower squares the check bonus is twice your command skill plus four times your willpower.

Description: All primals are born with quirks of their birth that allows them to excel at different things. This shape a primal's life and growth. Genetic anomaly allows them to focus on the quirk they were born with. They emphasize their natural focus, to become a terrifying specialist. This focus often comes with a physical change. Strength anomalies are so bulging with muscle that they find it hard to move. Intelligence anomalies have larger heads, as their cranium begins to extend backwards. This mutations mark the extra focus of a genetic anomaly.

Restriction: Upon taking this archetype, pick two ability scores besides your chosen genetic quirk. Those ability scores suffer a -1 current and maximum value. This is permanent, and the maximum penalty applies even as your ability score limit increases.

Hyper Evolved Primal

Essence Point Cost: 80

Special Acquisition Method: Consume an Advanced Heroic or Epic Heroic NPC

Ability Score: +1 to all ability scores **Skill Focuses:** Any 1 Skill

Special Ability (Efficiently Evolved): You gain +3 body slots to place evolutions within.

Description: Hyper evolution is a vague term meaning the primal has forgone specialized abilities to further perfect their attributes and natural evolutions. This is a good archetype for generalist primals, or any primal that simply wants to be more flexible and customized.

Living War Engine

Essence Point Cost: 30

Special Acquisition Method: Consume a creature with Genetic Quirk: Strength

Ability Score: +1 strength

Skill Focuses: Melee

Special Ability (Siege Strike): Your melee attacks gains +5 penetration. In addition, when attacking a construct or terrain, you deal +20 damage. You deal +1 crippling wound point to a construct if you surpass their damage threshold.

Special Ability (Built for Size): The large sized and huge sized size evolutions do not cost body slots to possess. The gargantuan and size evolution only requires 1 body slot, while colossal still requires 2. In addition, the essence cost of all size evolutions is reduced by 10. This effect purchasing the evolution and how early you take it.

Special Ability (Strength Focus): If the character has Genetic Quirk: Strength and this archetype, then they add ½ their strength to attack accuracy, and their bonus penetration from siege strike increases to +10.

Description: Upon reaching the Koprulu Sector, primal pack leaders began to breed specialist primals that could tear down the walls and structures of their enemies. These primals have enhanced bone strength and keratin durability to allow them to strike with incredible force, so much that neosteel could not stop them.

Primal Mastermind

Essence Point Cost: Consume a creature with Genetic Quirk: Willpower

Special Acquisition Method: 30

Ability Score: +1 willpower

Skill Focuses: Command

Special Ability (Bolster Swarm): You can spend one morale point as a minor action to bolster primals under your control. This effect a number of primals equal to your command skill ranks and is usable once per round. When you bolster your primals, they gain one of five effects of your choice. All bolstered primals gain the same effect.

~Heal hit points equal to ½ the primal's damage threshold

~Take an immediate shift action, burrow, or unburrow action

~Gain protection points equal to your level.

~Regain 3 spent biomass

~Gain 1 morale

Special Ability (Improved Direct Minions): When you use the Direct Minions feature of the Pack Leader archetype, you can effect a number of minions equal to twice your intelligence, and those minions gain advantage on their attack rolls with the standard action you give them.

Special Ability (Willpower Focus): If the character has Genetic Quirk: Willpower and this archetype, they can apply two bolster effects to their minions when using Bolster Swarm. In addition, Direct Minions only requires a standard action instead of a full-round action. Finally, when using the Summoning Zerg rules, the character summoning total is their level x twice their willpower.

Description: Primal masterminds are unusual primals that focus on charisma and influence, leading primals through rallying roars and body language when voice fails. Masterminds are always junior or aspirant pack leaders, with the mind to secure their own legion one day. Masterminds are genius' at commanding other primals, rivalling mastermind strain swarm zerg in the level of control they possess.

Restriction: You must have the Pack Leader archetype to take this archetype.

Primal Shaman

Essence Point Cost: 110

Special Acquisition Method: Consume a Zerg with Paragon Biomancy

Ability Score: +1 instinct

Skill Focuses: Ranged

Special Ability (Biomancy Expertise): You are a master at using biomancy evolution powers. You gain +5 accuracy with biomancy powers, and they cost 1 less biomass to manifest (minimum of 1). You can double the base cost of a biomancy power to manifest it as a minor action once per round. Finally, you remove all the restrictions for the Biomancy Evolution series of evolutions, except for requiring the previous rank of Biomancy Evolution to achieve the next rank.

Special Ability (Bio Channeling): When you manifest a biomancy power, you heal 10 hit points and increase your regeneration by 2 for the remainder of the encounter. Every time you manifest a biomancy power, this effect occurs. You can gain a maximum of +20 regeneration from this trait.

Description: Primal shamans have mastered the art of biomancy; a fairly rare skill for primal zerg. Their bodies surge with biological electricity that gives them great control of the physiquies of themselves and their kin. By using bio-electricity to manipulate and manifest bio-plasma, they supercharge their own regeneration as the energies put them in a frenzied state of awareness.

Selective Breeder

Essence Point Cost: Consume a Zerg with Paragon Spawning

Special Acquisition Method: 110

Ability Score: +1 fortitude

Skill Focuses: Endurance

Special Ability (Favored Spawn): You have a select spawn that you like to breed, something genetically engineered by you to serve as your chosen spawn. You create a new primal zerg NPC using the normal character creation rules. Create this creature as a level 20 non-heroic character using all normal primal zerg character creation rules. Now when you use the Spawn Minions and Spawn Minions (primal) powers, you can spawn that minion instead of any other. They cost 10 spawning points if they are medium sized, 20 if they are large sized, and 40 if they are huge sized. That creature must still be 2 size categories smaller than you.

Special Ability (Chosen Children): When you use the Spawn Minion evolution power or Spawn Swarm evolution power and My Children ability to create your Favored Spawn, the biomass cost of those powers is reduced by half (10 for Spawn Minions and 25 for Spawn Primals) if you are only creating your designed favored spawn.

Description: Selective breeders are genetic experts of the primal zerg world. They have modified their own essence and biology to create specialized brands of primal zerg. Afterwards, they can replicate this new organism in massive quantities. Selective breeders can be terrifying threats, because they often create specialized warrior creatures that can be very threatening in certain circumstances.

Restriction: You must have the Birther archetype to take this archetype.

Sovereign of Swarms

Essence Point Cost: 110

Special Acquisition Method: Consume a Zerg with Paragon Infestation

Ability Score: +1 intelligence

Skill Focuses: Ranged

Special Ability (Parasite Nest): You have grown a large nest in your hindquarters that is filled with parasitic minions that do your bidding. You gain +20 maximum biomass and +5 toughness. All of your area of effect pestilence powers have their burst area increased by 2. However, all your movement speeds are reduced by half and you suffer -2 defense.

Special Ability (Master Parasite): This archetype synergizes with other archetypes you possess. If you possess any of the other archetypes listed here, you empower their abilities as described.

~Hive Archetype (Infection): When using the infection ability to cause a corpse to explode, count the corpse as 2 size categories larger than it was for damage and burst area. If the target was already colossal sized, give the attack Hailfire (2) and +12 burst area. In addition, the infected burst gains +10 accuracy. You can apply infection with your non-energy ranged attacks.

~Nester Archetype (Web Shot and Traps): Your web shot gains +20 accuracy, the DC to escape it increases by 10, and the webs go away after 6 rounds. In addition, the DCs for pitfall and web trap increase by 10.

~Parasite Queen Archetype (Parasite Cloud): Your parasite cloud ability deals 4x level poison damage, instead of 2x level, and move at 10 squares per round. They have a defense of 30 and 80 hit points.

Special Ability (Attending Parasites): You are attended by two small but highly intelligent parasites who serve your every will. These parasites are statistically equivalent to Primal Wurms, except they have a fly speed of 10 squares, an intelligence and willpower of 4, and are self-aware with speaking ability. You can assign your attendants to perform any task required, and they follow your every will with no question. If one dies, you can spend 5 biomass as a full-round action to create another one that hatches after 10 rounds. If for some reason you have more than two parasites, they will consume one another until you have only two.

Description: Sovereign of Swarms look akin to an ant or bee queen, with a large growth sprouting from their thorax. This growth is hard and made of chitin, filled with holes that clouds of parasites eagerly move in and out of. The sovereign is host and queen to these legions of parasites and uses them to empower their pestilence powers and the abilities of other archetypes. The sovereigns are attended by a specialty attending parasites, who treat her as royalty, and compete aggressive to fulfill her will.

Stalker-Predator

Essence Point Cost: 30

Special Acquisition Method: Consume a creature with Genetic Quirk: Agility

Ability Score: +1 agility **Skill Focuses:** Athletics

Special Ability (Combat Movement): You add your agility to your movement speed when you action move, in addition to your normal bonus of half agility. When you perform an action move, you gain +2 defense and attack accuracy, can evade in a turn you action move, and add ½ your agility to acrobatics checks to evade when you action move.

Special Ability (Sweeping Strikes): When you perform an action move and attack with a melee weapon, you can apply that melee attack to multiple different targets that you move by on your action move. You cannot apply an attack against a single target more than once. You can make that attack against a number of targets equal to ½ agility. If you use this feature, your attack loses the Cleaving trait.

Special Ability (Agility Focus): If the character has Genetic Quirk: Agility and this archetype, then, when using sweeping strikes, once per round, they can make one enemy the target of two of their possible attacks. For example, if they can attack 4 targets, they can attack one target twice, and two other targets once. Attacking a target more than once requires attacking from different squares, so they must have the target within reach for different squares they moved through.

Description: Stalker-Predators are primals who have developed exceptionally long limbs and fast reaction times. The stalker lurks quickly around a battlefield, nimbly dodging foes, while clawing at multiple foes with sweeping strikes as they pass. These primals are often scavengers and assassins amongst the primal zerg species.

Ultimate Hunter

Essence Point Cost: 110

Special Acquisition Method: Consume a level 25 or higher creature with the Hunter archetype

Ability Score: +1 strength **Skill Focuses:** Melee

Special Ability (Master of the Hunt): You gain +3 regeneration, damage resistance, and damage threshold. You gain +2 defense, toughness, and resolve. You improve all your movement speeds by 2.

Special Ability (Master of Fang and Claw): You are proficient when using attacks that are non-elemental in nature, such as fangs, claws, talons, and launched spines. All your natural weapon attacks without the Energy Damage and Acid Damage traits gain the following passive bonuses: +2 accuracy, +2 power ratings of damage, +3 penetration, and +3 rending.

Description: Ultimate hunters are primal zerg purists, veteran hunters who have focus on raw strength and instincts. They don't care about acidic or elemental attacks, and few Elemental Aberrations as unworthy mutants and cheats. The ultimate hunter prizes their natural attributes, taking down foes with pure skill and fine tuned warrior reflexes and claws.

Restriction: To take this archetype, you cannot have taken one of the following archetypes: Fireborn Aberration, Frostfel Aberration, Miasmatic Aberration, or Storm Aberration. Once you take this archetype, you cannot later take one of those archetypes without losing all features of this archetype.

New Talents

Talents are an important part of character growth at all levels. As the characters reach high levels, they will have more and more options to diversify their talents. After level 20, necessary character abilities are mostly perfected, so characters will naturally branch out to make their character more flexible. They will not have many new talents to acquire, instead focusing on rounding out their talents with new skills they have risen.

This section is dedicated to a huge host of new talents available to players all of races and builds. All these talents have exceptionally high requirements. Thus, they give new options for the highest level characters to further focus in their ability scores and skills that have reached maximum or near maximum value.

Talent	Requirements	Bonus
Active Psionic Detection	Psionic Terran (Wrangler), Instinct 8, Perception 12, Psi Level 4	Automatically detect psionic creatures within 100 squares, ignore cloaked psionic targets
Adaptive Regeneration	Infested Terran OR Primal Zerg OR Broodmother, Durability 10, Enhanced Regeneration, Resilience	+3 regeneration per crippling wound point you suffer from
Ain't Got Time to Bleed	Terran (non-Psionic), Fortitude 10, Durability 10, Natural Health	+3 max healing thresholds, reduce bleed suffered by half
Alien Beauty	Infested Terran, Command 10, Influence 10, Willpower 8	Lose Fear and Disgust, advantage on influence checks with terrans, +5 command checks
All in the Mind	Psionic Terran, Fortitude 8, Willpower 8, Durability 10, Hardened Survivalist	Spend healing threshold to gain hit points, protection, and energy fatigue based on PL
All Out Attack	Terran OR Psionic Terran OR Infested Terran, Instinct 8, Ranged 10, Weapon Mastery (ranged II)	Gain +5 accuracy and +1 hailfire with automatic burst attacks on certain circumstances
Anathema	Infested Terran, One Advanced Directive, Strength 8	Especially ugly and unlikable by non-Zerg, bonus damage resistance, damage, and regeneration
Apex Survivalist	Primal Zerg OR Broodmother OR level 30+ Zerg NPC, Large-sized or larger, Fortitude 8, Willpower 8, Hardened Survivalist	Multiplies bonus maximum hit points from Hardened Survivalist based on size
Blood Counter	Instinct 10, Fortitude 10, Combat Reflexes, Devastating Cripple (any)	When suffering crippling wounds, can spend a reaction to make opportunity attack with a accuracy and damage bonus based on wound suffered
Brawling Gunner	Strength 10, Instinct 10, Melee 10, Ranged 10	Make a charge with both a ranged and melee weapon, possibly slowing and staggering the target
Charged Strike	Nerazim Protoss, Melee 12, Brutality II	Warp weapon deals +25 damage on next attack after kill
Check out my Suit	Terran (non-Psionic), Durability 8, Defensive Training 8, Mental Training 8, Powered Armor Training	Customize a favorite suit of powered armor, gains +5 resistance and +2 morale when wearing it
Combat Dance	Protoss, Strength 8, Agility 8, Acrobatics 10, Psi level 6, Leap, <i>Omniscient Stance</i>	Can make short leaps every round, +2 defense, athletics, and acrobatics
Deflect Blast	Agility 10, Fortitude 10, Acrobatics 10, Grenade Catcher, Dodge	When evading a burst, can move the burst 2 squares in any direction

Talent	Requirements	Bonus
Delayed Damage	Instinct 10, Intelligence 10, Pilot 10, Science 10	Delay suffering crippling wounds on your vehicle to take double after an encounter
Double Strike	Protoss, Strength 8, Agility 8, Swift Strikes	Gain a bonus attack when heavy striking with a psionic melee weapon
Enhanced Empathy	Instinct 10, Willpower 10, Good Spirits	When an ally within 6 gains morale, you gain healing and protection
Epic Extra Adaptation I-III	Broodmother, level 30, all ability scores 8/10/12	Chose another level 30 broodmother adaptation
Evolved Royalty I-V	Broodmother	+1 regeneration, biomass, damage threshold, manifestation bonus per rank
Extra Adaptation	Broodmother, unlocked first adaptation	Chose 1 adaptation you did not select earlier
Fast Stride	Protoss, Athletics 10	+3 move speed
Giant's Throw	Strength 10, Fortitude 10, Athletics 10, Melee 10, Ranged 10	Can throw large objects easily and with great accuracy
Grand Charge	Aiur Protoss, Strength 10, Melee 10, Psionics 10, Enduring Shields	Upon charging, cause an explosive energy burst based in effectiveness by your energy shields.
Grievous Wounds	Nerazim Protoss, Melee 10, Stealth 10, Sneak Attack III, <i>Extermination</i>	When failing to use <i>Extermination</i> , still deal damage and bleed
Heroic Revival	Fortitude 12	Once per encounter, automatically revive when brought below 0 hit points
Immune to Pain	Fortitude 10, Willpower 10, Mental Training 10, Survival 10, Hardened Survivalist	No ongoing penalties from wounds and takes longer for wounds to cause death or permanent injury.
Improved Nanobots	Purifier Protoss, Fortitude 10, Willpower 10, Science 10	Activate your regeneration when you perform a focus combat behavior
Infested Vampiric Touch	Infested Terran, Strength 8, Fortitude 8, Willpower 8, Enhanced Regeneration, Weapon Mastery (melee)	+4 regeneration, heals 10 hit points when wounding with a melee attack
It Takes Focus	Psionic Terran, Intelligence 10, Willpower 10, Endless Energy III	Manifest a power as a full-round action to reduce energy fatigue cost
Just as Planned	Intelligence 12	When rolling a natural 20 on certain checks, the action is refunded and you act again
Merciless Cut	Tal'darim Protoss, Fortitude 10, Melee 10, Mental Training 10	Heal hit points when you deal bleed damage
Offensive Power Focus	Intelligence 10, Willpower 10, Ranged 10, Weapon Mastery (Ranged), Capable of using powers	When focusing on an offensive evolution or psionic power, gain extra accuracy, damage, range, and area of effect
Overlapping Armor	Purifier Protoss, Fortitude 10, Durability 12	+4 damage resistance, but -1 defense
Potent Chemical	Infested Terran OR Primal Zerg OR Broodmother, Fortitude 10, Ranged 10, Zerg Skill Focus (corrosive)	Deal 30 damage with melting condition, and melting condition is harder to remove
Precision Melee Combat	Strength 10, Intelligence 10, Melee 12	You chose what wound locations your melee attacks hit
Psionic Aggression	Tal'darim Protoss, Willpower 10, Psionics 12	Can use Channeled Aggression to manifest psionic powers
Psionic Anomaly	Willpower 12, Psionics 12, Psi Level 8	+10 manifestation bonus and regain energy when others use powers

Talent	Requirements	Bonus
Psionic Weapon Origin	Protoss, Melee 10, Weapon Mastery (melee II)	Count your PL as 4 higher for Psionic Weapon Origin and Psionic weapon traits
Quick Escape	Agility 12, Acrobatics 10	Automatically and freely leave grabs
Quick Fixer	Agility 10, Intelligence 10, Computers 8, Medicine 8, Science 8	Long intelligence checks are shorter based on how far you surpass DC
Ravenous Bite	Primal Zerg, Strength 10, Melee 10, Weapon Mastery (melee II)	Heal hit points when you bite an enemy, heal extra when you use sudden strike
Sharpened Focus	Aiur Protoss, Melee 12, Mental Training 12, Psionics 12	When you focus, your focusing weapons gain +10 damage and +5 penetration
Scrappy Underdog	Terran OR Psionic Terran OR Infested Terran, Agility 8, Instinct 8, Combat Reflexes	Make opportunity attacks against larger foes that miss you, with a bonus to accuracy and damage equal to how much larger they are
Self-Doctoring	Fortitude 10, Intelligence 10, Medicine 10, Field Medic	Bonus to medicine when you use it on yourself, does not use healing thresholds when using first aid on yourself
Spine Focus	Primal Zerg OR Broodmother, Strength 10, Instinct 10, Ranged 8, Power Strike, Weapon Mastery (ranged)	Can use power strike talent in conjunction with spine bank natural weapons
Strength of Independence	Strength 10, Willpower 10, Mental Training 10	Add strength to resolve to protect against mind control, can try to shake mind control ever round
Take Down	Strength 10, Agility 10, Acrobatics 10, Melee 10	Perform an acrobatics grab and flip that knocks a target prone, moves you, and allows a free attack
That One Counts Extra	Terran (Non-Psionic), Strength OR Instinct 10, Good Spirits	When you kill an extreme threat foe close in level, gain morale or protection
Tracking Hidden Targets	Instinct 12, Perception 12	Automatically detect cloaked or hidden foes that attack you
Toss and Throw	Strength 12, Athletics 10, Melee 10	Grab foes with unarmed attacks and throw them
Twin Gun Suppression	Agility 10, Instinct 10, Ranged 10, Dual-Weapon Skill II	When using two weapons against one foe, gain bonus accuracy and knock back when hitting their resolve
Wrangler Mastery	Psionic Terran (wrangler), Willpower 8, Mental Training 10, Psi Level 4	Count your Psi Level as 1 higher for wrangler abilities and psionic detection
Zen Evasion	Agility 10, Willpower 10, Disciplined Unarmed Combat II	You are not flat-footed when attacked by foes you cannot see, reduced blinded penalty.

Talent Descriptons

Active Psionic Detection

Requirements: Psionic Terran (wrangler), Instinct 8, Perception 12, Psi Level 4

Benefit: You automatically detect psionic creatures within 100 squares of you. Psionic creatures within that range cannot benefit from the Cloaked or Hidden conditions against you.

Adaptive Regeneration

Requirements: Infested Terran OR Primal Zerg OR Broodmother, Durability 10, Enhanced Regeneration, Resilience

Benefit: Your regeneration value increases by 3 for every crippling wound point you suffer from. This lasts until those crippling wound points are cured.

Ain't Got Time to Bleed

Requirements: Terran (non-Psionic), Fortitude 10, Durability 10, Natural Health

Benefit: You gain +3 maximum healing thresholds. In addition, you suffer half as much Bleed from all effects that deal the condition to you. Thus, if you are dealt 5 bleed, you would only receive 2 instead.

Alien Beauty

Requirements: Infested Terran, Command 10, Influence 10, Willpower 8

Benefit: Despite being clearly part Zerg, your figure has an alien beauty to it that makes it almost attractive to terrans. You lose the Fear and Disgust trait, and instead gain advantage on influence checks will dealing with terrans. In addition, you gain a +5 bonus to command checks.

Note: You cannot have both this talent and the Anathema talent.

All in the Mind

Requirements: Psionic Terran, Fortitude 8, Willpower 8, Durability 10, Hardened Survivalist

Benefit: As a move action, you can spend a healing threshold to instantly recover 10x Psi Level hit points and gain 2x Psi Level protection points. This power generates energy fatigue equal to your Psi Level. You can manifest it at a lower Psi Level to heal fewer hit points but generate less energy fatigue.

All Out Attack

Requirements: Terran OR Psionic Terran OR Infested Terran, Instinct 8, Ranged 10, Weapon Mastery (ranged II)

Benefit: Under specific circumstances, you can gain +5 accuracy and +1 hailfire with an automatic burst attack. To gain this bonus, you must have an active tactics to improve attack accuracy, performed an aim action against a target, and either moved closer to that target on your turn or were already within 6 squares.

Anathema

Requirements: Infested Terran, One Advanced Directive, Strength 8

Benefit: Your infestation mutations have become so pervasive that you barely recognize as part human. To all others, you are simply a warped Zerg beast. You suffer -10 to leadership checks on non-Zerg, and -10 on checks to befriend or persuade non-zerg. Enemy non-Zerg within 6 squares of you lose 1 morale level at the start of their turn. However, this mutation also increases your power. You increase the damage with natural weapons by 1 power rating, the damage resistance of natural armor by 1 resistance rating and increase your regeneration by 2.

Note: You cannot have both this talent and the Alien Beauty talent.

Apex Survivalist

Requirements: Primal Zerg OR Broodmother OR Level 30+ Zerg NPC, Large-sized or Larger, Fortitude 8, Willpower 8, Hardened Survivalist

Benefit: The bonus maximum hit points you gain from the Hardened Survivalist hit points increases based on what size category you are. Refer to the following table. Thus, if you receive 40 bonus maximum hit points from Hardened

Survivalist and are large size, you would receive 80 bonus maximum hit points instead.

Size	Modifier to Bonus Max HP
Large	Two times normal
Huge	Five times normal
Gargantuan	Ten times normal
Colossal or Massive	Twenty times normal

Blood Counter

Requirements: Instinct 10, Fortitude 10, Combat Reflexes, Devastating Cripple (any)

Benefit: When you suffer a crippling wound from an enemy's attack, you can spend a reaction to make an opportunity attack back at them. This attack gains an accuracy bonus equal to 10x the number of crippling wounds you suffered, and +10 damage per crippling wound you suffered.

Brawling Gunner

Requirements: Strength 10, Instinct 10, Melee 10, Ranged 10

Benefit: You can perform a special charge action against an enemy. When you charge towards them, you can make an attack with a ranged weapon from the square you are leaving, with normal charge benefits. Once you become adjacent to them, you can then make another melee charge attack against them with a pistol whip, rifle butt, or unarmed attack. This attack gains +10 accuracy and damage if you hit with the ranged attack. If you hit with both the melee and ranged attacks, the target must make a DC 30 endurance check or be staggered and slowed for 1 round.

Charged Strike

Requirements: Nerazim Protoss, Melee 12, Brutality II

Benefit: When you defeat an enemy with a Warp psionic blade, that blade becomes charged. Your next attack with that weapon deals +25 damage. If you are using a double weapon, both sides of the weapon are charged, but both are expended on your next attack.

Check out my Suit

Requirements: Terran (non-Psionic), Durability 8, Defensive Training 8, Mental Training 8, Powered Armor Training

Benefit: You have a suit of powered armor that is your favorite suit of armor. To mark it as your favorite suit, you must spend 1 hour customizing it with decals and a custom paint job. You can only have one favored suit at a time; if you decorate a new different suit of powered armor, that becomes your favorite. You can do new customization on an old suit to make it your favorite. While you are wearing your favorite suit, you gain +5 damage resistance and +2 morale bonus.

Combat Dance

Requirements: Protoss, Strength 8, Agility 8, Acrobatics 10, Psi Level 6, Leap, *Omniscient Stance* class ability

Benefit: You have perfected the acrobatic combat form of the Protoss. You can use Leap talent every round without requiring a cool down, but you can only move at $\frac{1}{4}$ your strength squares. In an addition, the bonus to defense, athletics, and acrobatics from *Omniscient Stance* increases by 2.

Deflect Blast

Requirements: Agility 10, Fortitude 10, Acrobatics 10, Grenade Catcher, Dodge

Benefit: If you are the primary target of a burst and you successfully evade, you can shift the center of the blast in addition to shifting yourself. If you succeed, you move the center of the burst 2 squares in a direction of your choice. In this case, no one is the primary target of the burst.

Delayed Damage

Requirements: Instinct 10, Intelligence 10, Pilot 10, Science 10

Benefit: When piloting a colossal or smaller vehicle, you can delay any crippling wounds your vehicle suffers until the end of the encounter. If you do this, record the wounds you suffer, but do not apply any effects from the wounds. Once the encounter ends, you suffer double all the crippling wounds you delayed. Therefore, if you chose to delay 2 core wounds and a mobility wound, after the encounter your vehicle would suffer 4 core wounds and 2 mobility wounds.

Double Strike

Requirements: Protoss, Strength 8, Agility 8, Swift Strikes

Benefit: When you perform a heavy strike attack with a psionic melee weapon, you can make a second attack after you hit once per turn. This extra attack gains no bonus strikes or heavy strike bonus.

Enhanced Empathy

Requirements: Instinct 10, Willpower 10, Good Spirits

Benefit: When an ally within 6 squares of you gains a morale point, you heal 10 hit points and gain 5 protection. Healing from this talent cannot stop bleeding, and protection do not stack with multiple uses of this talent.

Epic Extra Adaptation I-III

Requirements: Broodmother race, level 30 or higher, all ability scores are 8/10/12

Benefit: You can choose another broodmother level 30 adaptation for a level of adaptations. For example, if you chose one of Tier 4 natural weapons before, you could now choose to also gain one of the other three broodmother adaptations. This talent can be taken multiple times; each rank has a higher requirement of all

six ability scores. To pick the second rank and a third level 30 adaptation, you require 10 in each ability score. If you pick a third ranks and the final level 30 adaptation, you require 12 in each ability score.

Evolved Royalty I-V

Requirements: Broodmother race

Benefit: This talent gives a broodmother character +1 regeneration, +1 maximum biomass, +1 damage threshold, and +1 psionic manifestation bonus per rank of the talent she possesses. It also allows the broodmother to count as 1 PL higher for determining their command limit per rank. This talent has multiple ranks, but the higher ranks have no additional requirements.

Extra Adaptation

Requirements: Broodmother race, unlocked the first level of adaptations at level 3

Benefit: You can choose another broodmother adaptation for a level of adaptations you already chose an adaptation from. For example, if you chose one of four adaptations available to level 3 broodmothers, you can now choose an adaptation from that level that you did not chose earlier. This talent can be taken multiple times; each time you gain an adaptation you did not pick previously upon leveling up. You can only pick adaptations available from levels you reached. In addition, you cannot pick a level 30 adaptation with this talent (see the Epic Extra Adaptation).

Fast Stride

Requirements: Protoss, Athletics 10

Benefit: You gain +3 base movement speed.

Giant's Throw

Requirements: Strength 10, Fortitude 10, Athletics 10, Melee 10, Ranged 10

Benefit: You can pick up and throw large-sized or smaller objects incredibly easily. As long as the object is not bolted to the ground or part of a terrain feature, you can lift an object as a move action and then throw them as a standard action. You can throw large objects at short range, or smaller objects at medium range. This follows all the rules of objects dealing damage in the Core Rulebook, except the attack gains +10 accuracy and +20 damage.

Grand Charge

Requirements: Aiur Protoss, Strength 10, Melee 10, Psionics 10, Enduring Shields

Benefit: When you hit an enemy with a melee charge attack while your energy shields are still active, you cause an explosion of energy upon colliding with the target. This effects a Burst (2) centered on your target, including them but excluding you. It has an accuracy bonus equal to $\frac{1}{2}$ the shields in your shield pool. If it hits, it deals damage equal to your current shield pool to all within the area, or half that much damage on a missed attack. This attack has no penetration, but has the Energy damage type and ignores shield armor.

Grievous Wounds

Requirements: Nerazim Protoss, Melee 10, Stealth 10, Sneak Attack III, *Extermination* class ability
 Benefit: When you use the *Extermination* class ability on an enemy and fail to kill them, they still suffer damage from whatever weapon you were using to kill them, directed towards their vitals. In addition, they suffer Bleed (X) where X is your result on the failed *Extermination* check.

Heroic Revival

Requirements: Fortitude 12
 Benefit: The first time in an encounter that you are reduced below 0 hit points, you do not suffer a disfigurement and instead remain at 1 hit point. You also gain 5x fortitude protection points until the start of your next turn.

Immune to Pain

Requirements: Fortitude 10, Willpower 10, Mental Training 10, Survival 10, Hardened Survivalist
 Benefit: You suffer no ongoing penalties from crippling wounds. You still suffer the immediate penalty for receiving a wound. In addition, you must suffer 7 crippling wounds to a single location to suffer a lost limb, organ, or be instantly killed (depending on the wound location, as normal)

Improved Nanobots

Requirements: Purifier Protoss, Fortitude 10, Willpower 10, Science 10
 Benefit: When you perform a focus combat behavior on your turn, you instantly heal equal to your regeneration value.

Infested Vampiric Touch

Requirements: Infested Terran, Strength 8, Fortitude 8, Willpower 8, Enhanced Regeneration, Weapon Mastery (melee)
 Benefit: Your base regeneration increases by 4. In addition, when you damage a living opponent with a melee natural weapon, you restore 10 hit points.

It Takes Focus

Requirements: Psionic Terran, Intelligence 10, Willpower 10, Endless Energy III
 Benefit: You can manifest a power that normally takes a standard action as a full-round action instead. If you do, the power costs half as much energy fatigue. If it is a sustainable power, the sustain cost is unaffected.

Just as Planned

Requirements: Intelligence 12
 Benefit: If you roll a natural 20 on a check that required a standard or full-round action to perform, the check does not use up an action. You can perform another standard or full-round worth of actions, but at a -10 penalty.

Merciless Cut

Requirements: Tal'darim Protoss, Fortitude 10, Melee 10, Mental Training 10
 Benefit: When you inflict the bleeding condition on an enemy, you heal hit points equal to how many healing thresholds you have remaining.

Offensive Power Focus

Requirements: Intelligence 10, Willpower 10, Ranged 10, Weapon Mastery (ranged), Capable of using Psionic or Evolution powers
 Benefit: If you perform a focus action before you manifest an offensive psionic power or evolution power, you gain extra benefits. If you do so before a psionic power, the power gains +5 accuracy, +10 damage (if it deals damage), can be used at +1 range increment, and area of effect powers gain +2 area. If you do so before an evolution power the power gains the same benefits, but any DC checks related to the power also increased by 5.

Overlapping Armor

Requirements: Purifier Protoss, Fortitude 10, Durability 12
 Benefit: You increase your natural bonus to damage resistance for being a purifier by 4, but permanently reduce your defense by 1.

Potent Chemical

Requirements: Infested Terran OR Primal Zerg OR Broodmother, Fortitude 10, Ranged 10, Zerg Skill Focus (corrosive)
 Benefit: When you deal the melting condition to a target, it deals 30 piercing damage instead of 10 every round. In addition, every time the target of your melting condition successfully removes the condition, they instead only reduce the damage by 10. Thus, the melting condition must be removed at least 3 times to completely remove the damage.

Precision Melee Combat

Requirements: Strength 10, Intelligence 10, Melee 12
 Benefit: When making melee attacks, you always chose which target wound location you are attacking.

Psionic Aggression

Requirements: Tal'darim Protoss, Willpower 10, Psionics 12
 Benefit: When you use the Tal'darim Channeled Aggression ability, you can use that bonus standard action to manifest psionic powers, despite being normally limited against it.

Psionic Anomaly

Requirements: Willpower 12, Psionics 12, Psi Level 8
 Benefit: You gain +10 to your manifestation bonus with psionic powers, also effecting how much energy fatigue you can gain before running out. In addition, whenever any other psychic within medium range of you manifests a psionic power, you recover from 2 energy fatigue.

Psionic Weapon Origin Focus

Requirements: Protoss, Melee 10, Weapon Mastery (melee II)
 Benefit: When you are using a melee weapon with a psionic weapon origin that you are compatible with you, you count your Psi Level as 4 higher for determining both the weapon's penetration (from the Psionic trait) and the effect of your particular psionic weapon origin type.

Quick Escape

Requirements: Agility 12, Acrobatics 10
 Benefit: You can exit a grab as a free action on your turn without requiring an action, regardless of the DC or circumstances.

Quick Fixer

Requirements: Agility 10, Intelligence 10, Computers 8, Medicine 8, Science 8
 Benefit: When outside an encounter and making a computers, medicine, science, or lore check that takes longer than a full-round action, you have a chance to reduce how long the check takes. For every 2 points you surpass the DC of the check, you reduce how long the check takes by 10%, to a minimum of 1 full-round action.

Ravenous Bite

Requirements: Primal Zerg, Strength 10, Melee 10, Weapon Mastery (melee II)
 Benefit: You hit damage a target with your Ripping Fangs natural weapon, you recover 10 hit points. If your Ripping Fangs has the Cleaving trait, you heal for each target you damage. Furthermore, if you use the Sudden Strike ability from Size Evolution: Large with your bite attack, you heal twice as many hit points.

Sharpened Focus

Requirements: Aiur Protoss, Melee 12, Mental Training 12, Psionics 12
 Benefit: In any turn that you perform a focus combat behavior, your psionic melee weapons with the Focusing origin gain +10 damage and +5 penetration.

Scrappy Underdog

Requirements: Terran OR Psionic Terran OR Infested Terran, Agility 8, Instinct 8, Combat Reflexes
 Benefit: When you are attacked by an opponent that is at least 1 size category larger than you, and that attack misses you, you can spend a reaction to instantly shift and make an opportunity attack against your attacker. That

opportunity attack gains bonus accuracy and damage equal to 5 times the number of size categories your attacker is larger than you.

Self-Doctoring

Requirements: Fortitude 10, Intelligence 10, Medicine 10, Field Medic
 Benefit: You are very skilled at performing medicine on yourself. Instead of suffering a penalty for using medicine on yourself, you gain a +20 bonus. You do not use a healing threshold when you use first aid on yourself. You remove your own crippling wounds in a quarter the normal time.

Spine Focus

Requirements: Primal Zerg OR Broodmother, Strength 10, Instinct 10, Ranged 8, Power Strike, Weapon Mastery (ranged)
 Benefit: You can use the Power Strike and Power Strike II talents with the following ranged natural weapons: Primal Spine Banks, Primal Spine Batteries, Spine Bank. It functions as normal for the power strike talent, except it is based on ranged skill instead of melee.

Strength of Independence

Requirements: Strength 10, Willpower 10, Mental Training 10
 Benefit: You channel physical vitality to fight off mental commands. You add your strength to resolve to protect against the following psionic powers: *Compulsion*, *Command*, *Dominate*. Failed *Compulsion* powers used against you also alert you that someone is trying to psionic manipulate you. Finally, when under *Command* or *Dominate*, you can make a DC 25 willpower check at the end of each turn to try to end the effect, on top of normal ways to shake the effect.

Take Down

Requirements: Strength 10, Agility 10, Acrobatics 10, Melee 10
 Benefit: You try to grab, flip, and throw a nearby target. You can use this as a standard action against an adjacent target, or against an enemy you are grabbing. You make an acrobatics test against the target's toughness. If you fail, the target can make an opportunity attack against you and the action is wasted. If you succeed, you knock the target prone, and instantly move to any square within their reach. If you were in a grab, the grab ends. Afterwards, you make an attack against the target with a one-handed melee weapon, unarmed attack, natural weapon, or one-handed ranged weapon. The target is flat-footed against the attack, and the attack deals +10 damage.

That One Counts Extra

Requirements: Terran (non-Psionic), Strength OR Instinct 10, Good Spirits

Benefit: In an encounter, if you kill an Extreme threat opponent that is within 5 levels of you, you can either gain 3 morale levels or 30 protection points. This can only occur once per round. The protection do not stack with multiple uses of this talent.

Tracking Hidden Targets

Requirements: Instinct 12, Perception 12

Benefit: When you are attacked by a cloaked or hidden foe, you instantly spot them as if you had succeeded a detector action against them. You only spot the foe that attacked you. If the foe had an ability that requires you to make a perception check to successful detect them, you still must succeed that check.

Toss and Throw

Requirements: Strength 12, Athletics 10, Melee 10

Benefit: You can throw enemies that are large sized or smaller. If you make an unarmed attack that surpasses the target's defense and toughness, you can make an opposed athletics test with the target. If you win, you lift the target and throw them at a location or another target within 15 squares. Upon hitting terrain, the target suffers 40 damage and is prone. If you throw the target at another enemy, you make an attack roll (melee skill + strength) against the second target's defense. On a hit, both targets suffer 40

damage. The thrown creature is knocked prone. The targeted creature is only knocked prone if the attack surpasses their toughness. If the attack misses, the thrown creature takes damage as if they were thrown against terrain and lands in the closest adjacent square to the secondary target.

Twin Gun Suppression

Requirements: Agility 10, Instinct 10, Dual-Weapon Skill II, Ranged 10

Benefit: You can use two one-handed ranged weapons to hold enemies back. While dual-wielding, if you target one enemy as the primary target with both weapons, the attacks gain +5 accuracy and are compared to the target's resolve in addition to defense. For each attack that surpasses the target's resolve, the target is pushed back 1 square and loses a morale.

Wrangler Mastery

Requirements: Psionic Terran (wrangler), Willpower 8, Mental Training 10, Psi Level 4

Benefit: You count your Psi Level as 1 higher for wrangler powers, wrangler specializations, and psionic detection.

Zen Evasion

Requirements: Agility 10, Willpower 10, Disciplined Unarmed Combat II

Benefit: You are not flat-footed when attacked by a cloaked or hidden target. You also only suffer -2 accuracy when you are affected by the Blinded condition.

Chapter 3: Broodmothers

Broodmothers are the personal creations of the Queen of Blades. Created to help her rule the swarm after the death of the cerebrates, broodmothers were improved versions of the zerg swarm queen with greater strength, command abilities, and unique powers. Raised to be more independent and forward thinking than the cerebrates, the broodmothers charted their own course in the swarm.

This chapter is dedicated to rules for a player controlling their very own broodmother in a StarCraft campaign. Broodmothers are powerful, independent beings with minds of their own, who control their own evolutionary course. You can create your broodmother and take her down different evolutionary courses, known as paths, as you direct her evolution and abilities as she grows larger. In time, the broodmother may become the matriarch over her own brood of zerg, leading them as she wills to forge her place in the stars.

Playing as a Zerg in a StarCraft campaign is always an optional rule, as they may not fit into all gaming groups. Zerg are monstrous, a fright to ordinary civilians, and possess special character options that might make them unfit for different scales of combat. Broodmothers are no exception to this rule and are perhaps the greatest cause for concerns. Even having a single broodmother PC in a campaign can be extremely disruptive and game breaking. One broodmother can take control of an army of Zerg and utilize them in a way a GM might find difficult to deal with or balance. Alternatively, broodmothers can be disruptive to a party of non-Zerg, not only effecting the party's relationship and ability to deal with NPCs, but also potentially eating up the group's game time as the broodmother's player focuses on building a Zerg army, a task that excludes the rest of the party. It can also change the landscape of the party's struggles with Zerg, that might be disruptive for the narrative.

For all these reasons, it is important for a Game Master to carefully consider the allowance of broodmother player characters. If the GM is allowing broodmother characters, broodmothers function best at the higher power level campaigns, such as advanced or epic heroic. See the Characteristic Points section under Broodmother Character Creation Basics below.



Thanks to our supporters!

This chapter was unlocked by our patreon supports in January of 2021. It is thanks to them that we are able to continue to release the work we do and provide you this content. Thank you all for your support:

The list of patreon backers at time of unlock:

-Nick Skuda	-Jeff Skuda	-Jordan Weiler	-Christopher Piper	-Josh McNatt
-Preston Brooks	-Yelnar Duissenov	-Justic Carlisile	-Aaron Vetovitz	-Guinevere Palubicki
-Bink	-Susan	-Adam	-Nuzak	-Marco Nass
-Yves Pilote	-Shroud	-Erick Twyman	-Chaos God Zero	-Daniel Jenkins
-e e	-Pascal Kessler	-Noah Kirtley	-Jacob Buckland	-David Schmid
-Remigio				

Broodmother Character Creation Basics

This section is dedicated to the creation of broodmother characters. These are the rules for creating a heroic character at 1st level. Keep in mind that the broodmother race is incredibly powerful and not suited for most campaigns.

Characteristic Points

The basis of designing characters in the StarCraft RPG is characteristic points. Characteristic points are spent both at character creation and when the character levels up by gaining experience. The number of characteristic points that a character has to spend at creation and level up depends on their character power level.

The character power level is a gauge on how exceptional the character is compared to others of their species. Most games of StarCraft are played at heroic tier gameplay, and therefore the players in the campaign play at heroic power level. Some Game Masters could choose to instead have their games be active at higher play levels, such as Advanced or Epic power levels. Note that all players in a StarCraft campaign should be playing at the same power level, to enforce fair play.

Character Power Level	Starting Characteristic Points	Characteristic Points per Level
Heroic	25	4
Advanced Heroic	32	5
Epic Heroic	40	6

Because the broodmother race costs 30 characteristic points to play as, this restricts their access at low levels. A level 1 heroic game only starts with 25 characteristic points, so you would not be able to play as a broodmother in such a game. A level 3 heroic character has 33 characteristic points to spend, which would be the minimum you can play to include a broodmother in your game. Alternatively, both advanced and epic heroic campaigns start with higher-than-normal characteristic points, 32 and 40 respectively, so you would be able to do a broodmother at level 1 with those campaign levels.

As with any extremely expensive race package, it is important to spend most of your early CP on skills, so your character has the essentials of being functional.

Broodmother Character Creation Package

Step 1: Chose a game power level, Heroic, Advanced Heroic, or Epic Heroic, to determine your number of characteristic points both at character creation and on level up.

Step 2: Purchase a race, in this case the Broodmother.

Step 3: Record all your starting abilities, psionic powers, evolution powers, and natural weapons.

Step 4: Choose a path advancement, gaining both the passive trait and active ability

Step 5: Spend remaining characteristic points

Step 6: Finalize character name and backstory, as well as defining all of your character's statistics

Only experienced players should make a broodmother character, due to their power and complexity. Beyond the changes here, the broodmother should follow all the rules of normal character creation regarding spending characteristic points.

The following is the base race package for broodmothers.

Broodmother

Characteristic Points: 30

Ability Score: 4 Strength, 3 Instinct, 3 Agility, 3 Fortitude, 2 Intelligence, 3 Willpower

Size: Medium (at start)

Talents: Jaded

Paths and Advancement: The broodmother decides her own evolutionary track. Over time, she determines how she wants to grow and evolve, and what aspects of her nature she will focus on. At first level and every fifth level, she chooses an advancement on one of four paths. She can only choose an advancement for the level she has reached and cannot choose an advancement for a previous level. However, she can choose an advancement from any of the paths, regardless of what advancements she chose in the past.

When the broodmother chooses an advancement, she gains two details. The first is the ability of that advancement. The second is the passive benefit for the path that advancement belonged to. These passive benefits stack with each time an advancement is taken in that path. Details of this system will be covered under the Broodmother Paths section later.

Growth Levels: The path advancements you take as a broodmother also determines how much your character grows. By focusing on one path above all others, you stunt your growth by becoming over-specialized. Having a balanced selection of paths, you choose from allows your broodmother to grow more physically powerful. As you gain advancements in different paths, you gain growth levels, which increase your strength, fortitude, and size. Therefore, more flexible broodmothers will be a larger size. Details of this system will be covered under Broodmother Paths: Growth Level later.

Adaptations: As your broodmother grows, she will choose additional adaptations to round out her physical form. These include gaining new limbs, upgrading her weapons and natural armor, and other useful biomorphs. A broodmother gains adaptations on levels 3, 7, 10, 12, 17, 20, 22, 28, and 30. When your level gives an adaptation, you will have a choice between a variety of options. However, unlike paths and advancements, you can choose an adaptation from your level or any previous level. Thus, if you want to go back and pick an option you missed for a later adaptation, you can do so. Details on this system will be covered under Broodmother Adaptations later.

Mastermind Strain Zerg: All broodmothers are mastermind strain zerg. They possess psionic powers, and the ability to control minion, specialist, and command strain Zerg. They possess an Instinctive Telepathic Link with other Zerg, Psionic Detection, and Natural Mind Reading. They have access to the telepathy, telekinesis, and augmentation psionic disciplines. However, by default, they have a low psionic potential, with only a starting Psi Level of 1 and a maximum PL of 4. They can raise their current PL by taking talents, as usual, and can raise their maximum PL by taking advancements in the Swarm Witch path.

Size and Threat: Newly created broodmothers begin the game as medium-sized characters but can grow larger with Growth Levels. They are also high threat characters, meaning they count as two characters for the purpose of rewarding experience. As they gain improved size via growth levels, they may also gain increased threat levels.

Zerg Royalty Traits: Broodmothers have a regeneration value based on their size (normally 2). They always count as having the Jaded talent. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower. They have access to Basic Biomancy evolution powers, and begin the game knowing the *Corrosive Bolt*, *Consumption*, and *Frenzy* evolution powers. They begin the game with the Zerg Light Carapace natural armor, as well as the Spine Bank and Scything Claws natural weapons. Broodmothers cannot and will not use the equipment, weapons, armor, or chemicals of other races, nor can they pilot vehicles.

Mastered Zerg Skill Focus: Broodmothers have no innate access to skill focuses. However, they can take the Zerg Skill Focus talent multiple times. While they only gain the benefit for each type of Zerg Skill Focus once, they can take every variant of Zerg Skill Focus.

Commanders Not Leaders: Broodmothers were born to have authority over all others, commanding their legions with psionic presence. They possess alien mindsets and have maladjusted social skills for dealing with other races. They suffer disadvantage on all leadership and influence checks. They also have difficulty understanding humor, sarcasm, and terran wit. When someone is speaking in such a way, they must make a DC 20 lore check to understand they are not speaking literally.

Characteristic Points: Because of the power of broodmothers, they cost a higher-than-normal amount of characteristic points. In fact, they are more expensive than would be allowed for level 1 heroic characters. For that reason, the broodmother cannot be chosen unless your campaign is starting with at least 30 characteristic points. This can be a higher starting level than normal heroic campaign, or in an advanced or epic heroic campaign.

Description: Broodmothers are an advanced form of Zerg queen designed by the Queen of Blades to help expand her control over the swarm. Broodmothers are gifted amongst Zerg for their ability to perform some independent thinking, such as choosing how they want to advance themselves and how to solve problems. Unlike the cerebrates that preceded them, the broodmothers are even able to function without a ruling mind, such as when the Queen of Blades was turned back into her human form. At this point, the broodmothers all sought their own means of advancement and maneuvered their swarms for personal advancement. While all these broodmothers eventually came back to serve Kerrigan, they still did so by their own choice and not because of psionic domination.

A broodmother character is a newly spawned broodmother who is trying to increase her power and dominance of her own brood. However, to do so, she must go on a journey of expanding her evolution and power. Thus, rather than waiting in a hatchery, she goes forth with a group consisted of other adventurers and seeks to steer her own improvement. While her eventual goal is to become the great leader of a swarm, first she must prove worthy of that power.

Broodmother characters most often venture out with parties of other Zerg characters, such as infested terrans and primal zerg. It is important to note that broodmothers are exceptionally powerful and may eclipse their peer Zerg in power at many power ranges. Also, broodmothers generally do not like to compete with others of their own kind. Thus, a party of multiple broodmothers is exceedingly rare.



Form of a Broodmother

Unlike other Zerg, all broodmothers share a basic body plan, as shown above. They possess a centauroid body; a lower insect-like legs and abdomen and a slightly more humanoid upper torso. The broodmother possesses 4-8 legs mounted around a large, multi-segmented thorax that also possesses the ability (in most broodmothers) to lay Zerg eggs. The rear is mounted with a claw that is used in egg delivery and movement. The upper torso is insectoid but humanoid in shape, with a frontal pair of smaller talons and a pair of three-digit humanoid hands. The broodmother's head is large and has a protoss-like face, largely featureless except a pair of mandibles and eyes. The broodmother possesses no mouth and communicates via telepathy. Broodmothers also possess a large, backwards sweeping head crest to support their powerful brain, and have protoss-like nerve cords. Both the crest and the head are more pronounced on Swarm Witch broodmothers.

Four Broodmother Paths

The broodmother must pick an advancement at the following levels: 1, 5, 10, 15, 20, 25, 30. This is akin to choosing a specialization for terrans or a directive for infested. Upon increasing at those levels, you must choose an advancement. Each of the advancements corresponds with one of the four paths. When you unlock an advancement, you can choose any path's advancement regardless of any previous choices you made. However, you cannot go back and chose the advancement from a previous level. You must choose each advancement from the selection of the level you are at. Each path has a theme, playstyle, and corresponding passive traits that you gain upon taking an advancement in that path.

Designing a broodmother character relies on knowing and understanding these paths, and how you plan to advance upon them.

Path of the Warrior Queen

The warrior queen relishes personal combat. She aims to directly engage with her enemies, tearing them apart with blade, spine, and claw. As she develops, her carapace grows thick and spiny, her natural weapons gain a serrated edge, and she becomes faster and more flexible.

Warrior queens focus on their melee and ranged attack capabilities as well as their damage resistance. Every time you choose a warrior queen path advancement, you gain the following traits: +1 power rating with natural weapons, +1 resistance rating with natural armor, +2 penetration and +1 rending with natural weapons, and +5 hit points per rank of durability.

Path of the Swarm Witch

The swarm witch masters her mind over her body. She expands her psionic capacity to be able to provide even greater feats of telepathy or telekinesis. In battle, she seeks to overwhelm her foes with terrifying mental projections that rip at the mind and soul. As she develops, her skull grows larger, to support an enhanced and superior brain.

Swarm witches focus on their psionic prowess and expand the limits of their mind. Every time you chose a swarm witch path advancement, you gain the following traits: +2 accuracy with psionic powers, +2 manifestation bonus, +1 energy recovery per turn, and an increased maximum Psi Level based on how many Swarm Witch advancements you have taken.

Swarm Witch Advancements	Max Psi Level
0	4
1	6
2	8
3	10
4	11
5	12
6	13
7	14

Path of the Evolutionary Matriarch

The evolutionary matriarch has perfected her form to unleash a storm of powerful chemicals and genetic abilities. Focusing on using biomass for evolution powers, the matriarch can create parasitic creatures, storms of acid, and drain the essence out of her foes. Evolutionary matriarchs become paler and greener, growing more pores in which to emit toxins, as well as spouting acidic pustules and being hosts to clouds of insects.

Evolutionary matriarchs focus on using biomass and evolution powers to overcome her enemies, while also having a sub-focus in healing and restoration abilities. Every time you chose an evolutionary matriarch path advancement, you gain the following traits: +5 max biomass, recover 1 biomass per turn, and gain a new rank, or your first rank, of one of the following evolutionary disciplines: infestation, pestilence, or biomancy. Every even rank, you instead gain 2 new ranks of evolution disciplines instead of 1. However, you must be at least level 20 to gain a paragon evolution discipline. In addition, the *Corrosive Bolt*, *Transfusion*, and *Mend* evolution powers become more powerful based on how many ranks of evolutionary matriarch you possess. These are not cumulative.

Evolutionary Matriarch Advancements	Corrosive Bolt	Transfusion	Mend
1	+1 accuracy, +5 damage	No Change	No Change
2	+2 accuracy, +10 damage, +2 penetration	+10 healing	No Change
3	+3 accuracy, +15 damage, +5 penetration	+20 healing	+10 all healing, +2 all regeneration
4	+4 accuracy, +20 damage, +10 penetration	+30 healing	+15 all healing, +4 all regeneration
5	+5 accuracy, +25 damage, +15 penetration	+40 healing	+20 all healing, +6 all regeneration
6	+6 accuracy, +30 damage, +20 penetration	+50 healing	+30 all healing, +8 all regeneration
7	+8 accuracy, +40 damage, +30 penetration	+60 healing	+40 all healing, +10 all regeneration

Path of the Hive Empress

The hive empress focuses on her rulership over the Zerg. Rather than expand her personal power, she expands her entourage of Zerg minions, and possesses the spawning abilities to quickly replace them. The hive empress always maintains an entourage of Zerg minions at her beck and call, that she can instantly replace after combat. Hive empresses tend to be large and heavy for their size, with an enhanced thorax that is better suited to rapidly laying eggs.

Hive empresses rely on host of minions to solve their problems, and these minions scale with her as she advances. They are different than minions controlled by her command powers. Every time you chose a hive empress path advancement, you gain the following traits: +2 Psi Level for determining your command limit, increase your chosen minion limit by 2, and gain +25 maximum hit points. In addition, each advancement you have in hive empress increases the defenses of your chosen minions and gives your increased ranks in the Spawning evolution discipline.

Hive Empress Advancements	Chosen Minion Offense Increase	Chosen Minion Defense Increase	Spawning Evolution Discipline
1	Natural weapons deal +1 power ratings	+2 damage resistance, +10 max hit points	Basic Spawning
2	Natural weapons deal +2 power ratings	+4 damage resistance, +20 max hit points	Advanced Spawning
3	Natural weapons deal +3 power ratings	+6 damage resistance, +30 max hit points	Advanced Spawning
4	Natural weapons deal +3 power ratings	+8 damage resistance, +40 max hit points	Master Spawning
5	Natural weapons deal +4 power ratings	+10 damage resistance, +50 max hit points	Master Spawning
6	Natural weapons deal +4 power ratings	+12 damage resistance, +60 max hit points	Paragon Spawning
7	Natural weapons deal +5 power ratings	+14 damage resistance, +80 max hit points	Paragon Spawning

Thus, a broodmother with four hive empress advancements would cause all her chosen minions to deal +3 power ratings of damage with their natural weapons, gain +40 maximum hit points, and gain +4 defense and toughness. As per the chosen minion rules, they would also gain an attack accuracy modifier based on half the difference between the creature's level and the broodmother's level (see Chosen Minion rules below).

Hive Empress: Chosen Minions

Hive empresses have a unique mechanic that revolves around them creating their own private host of upgraded minions. These minions are known as the Chosen Minions. They function differently than any random members of the swarm that fall under your control over time. These minions are created and controlled directly by you and thus are always available, even in a place with no Zerg presence or hive access. Rules wise, they are part of your character and not separate entities.

Chosen minions are all based on actual Zerg NPCs and use their base statistics from their relevant supplements. By default, the only minion that a broodmother has access to are zerglings. By default, you can have zerglings equal to your minion limit, which is usually 2 per hive empress advancement. Hive empress path advancements allow you to unlock additional minion types. Some of these minion types might require 2 or more slots of your minion limit.

In general, you can only make minions outside an encounter. It takes 1 minute of work to create all your minions. Thus, once an encounter is over, you can spend a minute to replace lost minions. You can also spend a minute to change your current selection of chosen minions. If you do, all your currently active chosen minions die instantly. Even if you used spawning powers or commanded other Zerg, they do not gain the benefit of being chosen minions. Chosen minions are *only* specialty minions created as part of the hive empress abilities. Your chosen minions also do not benefit from command tactics; their passive scaling benefits supersedes that.

One important detail about chosen minions, is that they gain a scaling bonus to their attack accuracy based on the base creature's relative level to you. For every two levels the broodmother is higher than a minion, the minion gains a +1 bonus to their attack accuracy, defense, toughness, and resolve. Thus, if you are a level 12 broodmother with level 5 zergling chosen minions, they would gain a +3 bonus to all those attributes (7/2, rounded down). In addition, your minions will gain scaling power based on how many hive empress advancements that you have. This can be seen in the table above. It is important for this reason to have recorded the exact statistics and capabilities of each minion you can spawn as a chosen minion.

The minions do not function without you. They must remain within medium range of your location or spend all their actions moving back towards you.

Advancements

Choosing advancements is a huge decision. They determine your characters development, what type of things they are good at, and how the maximum capabilities of the character for the rest of the game. As mentioned, you get to choose one advancement from one of the four paths at level one and every fifth level. Upon choosing, you get the passive benefit for increasing that path as well as the advancement ability.

The following table shows the advancements for each path at each level.

Advancement Level	Warrior Queen	Swarm Witch	Evolutionary Matriarch	Hive Empress
1	<i>Queen's Fury</i>	<i>Psionic Scream</i>	<i>Acid Storm</i>	<i>Infect Corpses</i>
5	<i>Medusa Spines</i>	<i>Multi-Casting</i>	<i>Corrosive Bombardment</i>	<i>Growing Brood</i>
10	<i>Relentless Pursuit</i>	<i>Phantom Crawlers</i>	<i>Devouring Tide</i>	<i>Baneling Barrage</i>
15	<i>Quick Tunnel</i>	<i>Psionic Barrier</i>	<i>Bloodling</i>	<i>Regrowth</i>
20	<i>Blade Mother</i>	<i>Psionic Mending</i>	<i>Mass Siphon</i>	<i>Hydralisk Guard</i>
25	<i>Spine Volley</i>	<i>Rage Blast</i>	<i>Parasitic Invasion</i>	<i>Lethal Evolution</i>
30	<i>Monarch of Battle</i>	<i>Monarch of the Mind</i>	<i>Monarch of Genetics</i>	<i>Monarch of the Swarm</i>

Level 1 Advancements

Level 1 advancements are core abilities that allow you play at your build type right at the beginning.

Queen's Fury

Level 1 Warrior Queen Advancement

When the broodmother takes damage from a weapon attack, she can spend 2 biomass as a reaction. If she does, she chooses one of her melee natural weapons. She makes an attack with that natural weapon against all enemies within her reach, gaining a +5 accuracy and damage bonus. If an attack deals damage to a biological enemy, they gain bleed equal to $\frac{1}{2}$ the broodmother's melee skill.

Psionic Scream

Level 1 Swarm Witch Advancement

The broodmother's offensive telepathic powers ignore an amount of psionic resistance equal to the broodmother's level. They also cause the target to lose 1 morale. In addition, the broodmother can spend a full-round action to let out a psionic scream that disables nearby living foes. It only effects enemies vulnerable to psionic effects. As part of this action, she spends either 2, 4, 6, 8, or 10 energy fatigue on the attack. She then makes a standard psionic attack roll against all targetable enemies within squares equal to $2 + 3 \times \text{PL}$. The power has an effect based on how much energy fatigue she gained.

2 Energy Fatigue- Struck targets are slowed for 1 round

4 Energy Fatigue- Struck targets are slowed for 2 rounds and knocked prone

6 Energy Fatigue- Struck targets are staggered for 1 round

8 Energy Fatigue- Struck targets are staggered for 1 round, slowed for 2 rounds, and knocked prone

10 Energy Fatigue- Struck targets are stunned for 1 round. An enemy can only be stunned by this power once per encounter

Acid Storm

Level 1 Evolutionary Matriarch Advancement

The broodmother can channel biomass to release a tornado of acid around her, damaging all nearby foes while she channels it. Channeling an acid storm requires a minor action as well as 4 biomass per round. The storm effects all target, both friends and foe, within 3 squares of the broodmother. It does not affect the broodmother herself. When cast, all enemies within the aura suffer $15 + \text{her level acid damage}$, with the Penetration (10). If the broodmother has advanced biomancy, the penetration increases to 20. If the broodmother has master biomancy, then she makes an attack versus toughness against every damaged target (attack bonus is ranged skill + strength + 3). If she hits, then the target gains the Melting condition. If the broodmother has paragon biomancy, the penetration increases to 30.

Infect Corpses

Level 1 Hive Empress Advancement

The broodmother can cause broodlings to emerge from nearby corpses. This ability costs 1 biomass per corpse and is used as a minor action. Up to 4 biological corpses within short range suddenly explode, each one spawning 2 broodlings. While these broodlings do not count towards your chosen minion limit, they do gain all statistical benefits for being chosen minions. Like all chosen minions, they act on the end of your turn. These broodlings only last for 3 rounds, however. After they take their third turn, they instantly die. These broodlings cannot be in turn used as targets for *Infect Corpses*. In addition, all your minions gain +2 rending with natural weapon attacks.

Level 5 Advancements

One of the most important advancements, the level 5 advancements allow you to be much more effective at whatever your specialty is. If you have a primary path, it is often, but not always, best to take the level 5 advancement in your path.

Medusa Spines

Level 5 Warrior Queen Advancement

The broodmother's spine banks now shoot clusters of spines laced with a paralytic poison. When you attack an enemy with your spine bank, chose two other enemies within 3 squares of the primary target. Make the attack against those targets as well. These are secondary targets, who you do not gain attack overages against. In addition, each wounded living creature needs to make an endurance check against poison (DC 10+ your level). If they fail, they are slowed for 10 rounds, or until they take antitoxins.

Multi-Casting

Level 5 Swarm Witch Advancement

When manifesting a psionic power, you can potentially cast the spell twice as the same time. Doing so increase its energy fatigue cost by 50% and requires spending 3 biomass. If you pay the costs, you manifest two of that power, against the same or different targets. This can only be used with instant or persistent powers, not sustained or channeled powers.

Corrosive Bombardment

Level 5 Evolutionary Matriarch Advancement

The broodmother greatly empowers her *Corrosive Bolt* power. The power gains +2 range increments, +5 penetration, and +2 burst area. The power can also gain the Grenade weapon trait if the broodmother chooses. If it gains the Grenade trait, however, it also gains the delay trait. The biomass cost of *Corrosive Bolt* is also reduced to 3.

Growing Brood

Level 5 Hive Empress Advancement

Your chosen minions have expanded with even deadlier minions. You gain +2 chosen minion limit, on top of what you gained for taking a hive empress advancement. In addition, any zergling you create can spend a full-round action to turn itself into a baneling. When setting up your minions, you can also use two slots of your minion limit to have a roach instead. You can have 1 roach at a time per hive empress advancements that you possess.

Level 10 Advancements

Level 10 gives offensive support abilities that are useful for any broodmother, not just one focused in a single path.

Relentless Pursuit

Level 10 Warrior Queen Advancement

The broodmother can mark an enemy as a free action as the victim she will pursue. If that enemy moves on their turn, the broodmother can make an instant move action to move towards them. If they double move or sprint, the broodmother can instantly do the same. If they shift, the broodmother makes a normal move. The broodmother's movement does not provoke opportunity attacks and ignores difficult terrain. If, at the end of the broodmother's movement, her pursued target is within her reach, she can make a melee opportunity attack against them with her full number of strikes. The movement from this ability does not use up a reaction, but the attack does. In addition to this ability, the broodmother gains a passive +2 bonus to movement speed.

Phantom Crawlers

Level 10 Swarm Witch Advancement

The swarm witch gain a special psionic power that makes enemies think they are covered with crawling micro Zerg. This power requires a DC 20 manifestation check and costs 6 energy fatigue. It targets a number of terrans or protoss within medium range and line of sight equal to PL. They make a psionic attack roll against the target's resolve with an accuracy bonus of +2 per swarm witch advancement. Those who are hit are overcome by the feeling of being consumed alive by bugs. Those effected must make a willpower check every round each round to try and shake off the effect. The DC is 12+ the broodmother's psi level. If they succeed, they are immune to the effect for 1 round, but must check again on future rounds. They must succeed a number of times equal to ½ the broodmother's Psi Level.

If they fail their willpower check, they suffer penalties that turn based on how much they failed by. These are cumulative for larger failures.

- Failure by 1: Tormented condition
- Failure by 3: Slowed condition
- Failure by 5: Staggered condition
- Failure by 8: Stunned condition

Devouring Tide

Level 10 Evolutionary Matriarch Advancement

The broodmother can release a devouring tide of Zerg micro organisms that sweep over an area, dealing various effects to whomever they hit. This ability costs 12 biomass and effects a Cone (12) area. They make an attack versus toughness against every non-Zerg in the area, with an attack bonus of ranged skill + strength + 10. If they hit with the attack, roll on the following table below to see what condition they are dealt. All conditions last for 3 rounds. For every 2 points that the attack surpassed their toughness, roll for another condition to add to the total, rerolling if the same condition comes up multiple times.

Roll	Effect Applied
1-2	Melting (cannot be removed normally, but ends after 3 rounds)
3-4	Skilled Drain (3)
5-6	Slowed
7-8	Mighty Drain (3)
9-10	Tormented
11-12	Precision Drain (3)
13-14	Blinded
15-16	Swiftess Drain (3)
17-18	Immobilized
19-20	Staggered

Baneling Barrage

Level 10 Hive Empress Advancement

You can quickly spawn a group of banelings and release them in a column towards your enemies. This is a full-round action that costs 4 biomass per baneling. You create 1 baneling for every 5 levels you possess. You release them in a Line (30) area. The first target they come across in the area is attacked by the banelings one at a time. The banelings have an accuracy bonus equal to your ranged skill + your strength + 10. If they hit, they deal 35 acid damage +5 damage per hive empress advancement you have, penetration 10. They also have a Burst 4 area, so they hit others besides the primary target in the line as well. If the first baneling does not kill the target, then all other banelings in the row will attack the target until the broodmother uses all her banelings or the target is reduced to 0 hit points. If the target is reduced to 0 hit points and there are banelings remaining, the rest will continue rolling past and attack the next target in the line. They will continue attacking targets in the line until they run out of banelings. If there are no other targets in the line, and they travel the full 30 squares without encountering anything else, the banelings will die harmless. If the banelings encounter a wall or other unstoppable terrain feature before they reach the end of their line, they will explode against the wall, possibly damaging the terrain and anyone standing near it.

In addition, all your chosen minions with natural weapons with the acid damage trait gain +5 penetration with those weapons. This includes the suicide attack of banelings.

Level 15 Advancements

Level 15 advancements are support and defensive powers designed to help you if you are struggling in battle.

Quick Tunnel

Level 15 Warrior Queen Advancement

While burrowed, the broodmother can move at her normal movement speed by tunneling under the ground. Alternatively, she can make a special burrow strike as a full-round action. She instantly burrows, then moves a number of squares equal to move speed +2. She then emerges from the earth in an explosion of earth and dust. She makes a ranged attack against the toughness of every target within reach (1d20 + level accuracy). Any target who is hit is blinded until the end of their next turn. Afterwards, she makes an immediate melee attack against one target, who is flat-footed against the attack.

Psionic Barrier

Level 15 Swarm Witch Advancement

The broodmother can weave a force field around her by spending psionic energy. As a move action once per encounter, she can spend any number of available energy fatigue to weave herself a barrier. Upon doing so, she gains a personal energy shield with a shield pool of 5+ her PL, multiplied by how much energy she spent. Thus, a broodmother with a PL of 5 who spent 10 energy would gain an energy shield of 100. This shield has no shield armor and lasts for 5 minutes or until depleted. She cannot use this power again until the encounter is over a 5 minutes have passed.

Blooding

Level 15 Evolutionary Matriarch Advancement

The broodmother can spend 5 biomass as a move action to create a bloodling. The bloodling is a small, bloated larvae like creature that pumps nutrients into the broodmother. The broodmother can take the bloodling for herself or give it to an adjacent Zerg ally within reach that is no larger than colossal in size. The target is then known as the host. Every round, the bloodling increase the target's regeneration by their damage threshold for the next 3 rounds. Keep track of how much healing the target receives over those 3 rounds. At the end of the target's third round, the bloodling explodes. It deals automatic damage to the host target and all other targets within 3 squares of the host. The damage is $\frac{1}{2}$ the total damage the bloodling healed over 3 rounds. This attack hits automatically but has no penetration.

Regrowth

Level 15 Hive Empress Advancement

Once per encounter, as a full-round action, the hive empress can replace all lost chosen minions. She can choose the same composition of minions she had before, or a different composition. For example, if she had 4 zerglings and a roach before, now she can have 3 roaches if she chooses. If she still has some minions alive, she can keep them in the field and only replace the dead minions or cause her surviving minions to die and be replaced with fresh recruits. In addition to this ability, the broodmother gains +2 chosen minion limit.

Level 20 Advancements

Level 20 advancements help the brood mother sustain herself in long battles.

Blade Mother

Level 20 Warrior Queen Advancement

The broodmother has a vicious, spiked carapace as well as jagged natural weapons that help her defend herself. The broodmother gains +4 damage resistance and gains +4 penetration with all natural weapons that do not have the acid damage trait. In addition, all non-acid natural weapons do Bleed (2) upon hit, stacking with other sources of bleed. Finally, if an enemy hit the broodmother with a melee attack, they suffer damage equal to her damage resistance. This damage has $3+\frac{1}{2}$ level penetration and deals 2 bleed to organic targets that suffer damage from her bladed hide.

Psionic Mending

Level 20 Swarm Witch Advancement

The broodmother's regeneration increases by her PL. In addition, once per round, when the broodmother manifests a psionic power or uses a swarm witch ability that spends energy fatigue, she and all allied Zerg within 6 squares heals hit points equal to 3x her psi level.

Mass Siphon

Level 20 Evolutionary Matriarch Advancement

Up to twice per encounter, the broodmother can drain the essence of all living foes with medium range as a standard action. All biological enemies within that range that do not have cover against her are forcibly drained as she consumes their life force. Every hit enemy suffers 20 piercing damage, and she recovers 10 hit points and 2 biomass for every struck target. If there are any enemy swarms in the area, they suffer 100 damage and she covers 50 hit points and 10 biomass per swarm.

Hydralisk Guard

Level 20 Hive Empress Advancement

In addition to her normal allotment of chosen minions, the broodmother is accompanied by 2 hydralisks. While they do not count towards her chosen minion limit, they are otherwise counted as chosen minions for all purposes, including statistical increases, range and command limitations, and how they are replaced. Furthermore, these hydralisk try to protect the broodmother whenever possible. When the broodmother has one of these hydralisks adjacent to her, she gains +3 defense and +3 damage resistance. When both hydralisks are adjacent to her, she gains +5 defense and +5 damage resistance.

Level 25 Advancements

The level 25 advancements are the ultimate offensive abilities for each path.

Spine Volley

Level 25 Warrior Queen Advancement

The broodmother can spend biomass on a spine bank attack to cause it to take the form of a barrage of dozens of rapid spine attacks. Every 3 biomass she spends on attack gives the attack +1 burst, +1 hailfire, and +5 accuracy, to a maximum of burst 5, hailfire 3, and +30 accuracy. This power can be used in conjunction with the *Medusa Spines* ability. If it is, each target gets their own burst area centered on them. If an enemy is in more than one of the bursts clusters, the attack against them gains Hailfire +1. When using *Medusa Spines* and *Spine Volley* together, you cannot perform burst attacks on empty squares, you still must target an enemy.

Rage Blast

Level 25 Swarm Witch Advancement

The broodmother can release her rage in a psionic attack that contains both cripples the mind with telepathy and throws them about with telekinesis. This power can be used as a minor action, but costs 12 energy fatigue and 5 biomass. It does not require a manifestation check. The power effects a Cone (4xPL) area and makes a psionic attack role that has an accuracy bonus equal to the number of hit points the broodmother is missing divided by 10. The attack is made against defense, toughness, and resolve, and effects are resolved independently based on which values are hit. If the attack hits defense, the target suffers 40 +5x PL damage. If the attack hits toughness, the target is knocked prone and pushed backwards 1 square, +1 square per 5 points the attack surpassed toughness. If the attack hits resolve, the target suffers 40 +5x PL psionic damage and is Slowed for 2 turns. After this power is used, it cannot be used again until 5 rounds have passed.

Parasitic Invasion

Level 25 Evolutionary Matriarch Advancement

As a standard action, the broodmother can affect nearby allies with a parasitic embryo that drains them and deals more damage over time. By spending 20 biomass as a standard action, the broodmother can attack up to 5 targets within medium range with a spore. This requires a ranged + strength + instinct attack roll against the defense and toughness of every targeted enemy. Every enemy whose defense and toughness are hit gains a parasite in a random determined wound location.

Every round, the parasite deals increasing damage and debilitating conditions, until it reaches its maximum damage on the 10th round. Any crippling wounds that are dealt go to the infected wound. If the target suffers a disfigurement while infected, they are instantly and irrevocably slain and 4 broodlings emerge from their corpse.

Rounds	Effect that round
1	10 piercing damage
2	10 piercing damage
3	15 piercing damage and the tormented condition
4	15 piercing damage and the tormented condition
5	20 piercing damage and the tormented and slowed conditions
6	20 piercing damage and the tormented and slowed conditions
7	25 piercing damage and the tormented and staggered conditions
8	25 piercing damage and the tormented and staggered conditions
9	25 piercing damage and the tormented and staggered conditions
10+	30 piercing damage and the target is helpless and cannot act

Removing the parasite requires a full-round DC 30 medicine check and a trauma kit. Successful or not, if the check is made the target loses a healing threshold and suffers 1 crippling wound to the infected location. Alternatively, the parasite can be removed with a DC 15 strength check. If they remove it this way, then they suffer 100 piercing damage, with any wounds caused directed at the infected location. The Resilience talent cannot reduce crippling wounds caused by this damage. It also takes a DC 15 willpower test or the emotionless talent to forcibly remove your own parasite this way.

Lethal Evolutions

Level 25 Hive Empress Advancement

Your chosen minions have expanded to include lethal combat organisms. You gain +2 chosen minion limit, on top of what you gained for taking a hive empress advancement. In addition, you can use two of your minion limits to include hydalisks or mutalisks into your chosen minions instead of zerglings or other options. In addition, you can have 1 of your minions evolve into a 'lethal' morph as a full-round action. Doing this, you can have a mutalisk turn into a guardian or a hydalisk turn into a lurker. This cannot affect the free hydalisks you gain from the *Hydalisk Guard* advancement. Alternatively, if you have access to roaches from the *Growing Brood* ability, you can have a roach morph into a ravager. You can only have 1 lethal morph at a time. Thus, you cannot have both a ravager and a lurker, or more than one lurker, at a time. The lethal morph also counts as 4 of your chosen minion limit. Thus, you must have 2 of your chosen minion limit free for a minion to undertake a lethal morph.

Level 30 Advancements

These final advancements are passive benefits that make you exceptionally proficient at your chosen path or allow you to compensate for your weaknesses in another path.

Monarch of Battle

Level 30 Warrior Queen Advancement

The broodmother gains +10 regeneration, +20 damage threshold, +5 penetration with all natural weapon attacks, and +250 maximum hit points. In addition, if the broodmother is reduced to 0 hit points while within 5 miles of a hive cluster, instead of going down she instantly burrows and tunnels back to the hive cluster. Once there, she spends 1 hour in a chrysalis as she heals all hit point damage and crippling wounds, before she is ready to go again.

Monarch of the Mind

Level 30 Swarm Witch Advancement

The broodmother gains +20 psionic resistance, +50 maximum hit points, +10 resolve, +12 manifestation bonus with psionic powers, and gains +20 damage and +10 penetration with all psionic powers. The broodmother's command limit is 5x that of normal. In addition, once per encounter, the broodmother can spend a free action to remove all energy fatigue. When she does, all enemies within 15 squares suffer psionic damage equal to 10x the energy fatigue removed.

Monarch of Genetics

Level 30 Evolutionary Matriarch Advancement

The broodmother gains +10 regeneration, +50 maximum hit points, recovers 3 biomass per round, +5 accuracy with evolution powers, and 20 protection points at that refresh each round. In addition, if the broodmother is slain by hit points, disfigurement, or crippling wounds but is within 100 miles of a hive cluster, she will regrow there after spending 24 hours in a chrysalis. Once she does this, she cannot do it again for 3 days. The only way to permanently kill her is to destroy the hive cluster, kill her while she is out of reach of her cluster, or kill her in those 3 days.

Monarch of the Swarm

Level 30 Hive Empress Advancement

The broodmother gains +20 regeneration, +20 damage threshold, and +400 maximum hit points. The broodmother's command limit is 10x that of normal. The broodmother also gains +6 to her chosen minion limit and all minions gain bonus damage resistance equal to half the broodmother's fortitude.

Broodmother Paths: Growth Levels

The paths of a broodmother affect her growth. A developed, well rounded set of abilities for a broodmother help her be versatile and grow. Focused broodmothers, while incredibly powerful in their focus area, tend to be smaller and less developed in size. More flexible brood mothers that split their focus between multiple paths have augmented their advancements with focusing on all overall growth.

As you take paths in broodmother, you will gain growth levels. Growth levels are gained by taking different combinations of advancements in different paths. These mixtures of advancements are cumulative with one another, and stack to form the total growth levels the broodmother has gained.

- 1 advancement in 2 paths
- 1 advancement in 3 paths
- 1 advancement in 4 paths
- 2 advancements in 2 paths
- 2 advancements in 3 paths
- 3 advancements in 2 paths

You can gain a maximum of five growth levels for the brood mother. For example, if your broodmother has unlocked 4 advancements, you can affect your growth levels in different ways. If each of your 4 advancements was in a different path, you would then have 3 growth levels for having the following growth markers: 1 in 2, 1 in 3, and 1 in 4. If you did 2 advancements in 1 path and 1 in 2 others, you would have two growth levels: 1 in 2 and 1 in 3. Finally, if you had 2 advancements in 2 paths, you would have two growth levels: 1 in 2 and 2 in 2.

The effects of reaching growth levels are listed below. These levels are cumulative with one another.

Growth Level 1: Large-sized, +2 strength, +2 fortitude, the broodmother counts as 4 characters for distributing experience. A large sized broodmother has a space of 2 by 2 squares, and a reach of 2 squares.

Growth Level 2: +2 strength, +1 agility, +2 fortitude, Awesome Abilities (strength)

Growth Level 3: Huge-sized, +3 strength, +3 fortitude, the broodmother counts as 8 characters for distributing experience. A huge sized broodmother has a space of 3 by 3 squares, and a reach of 3 squares.

Growth Level 4: +4 strength, +3 fortitude, Awesome Abilities (fortitude)

Growth Level 5: Gargantuan-sized, +4 strength, +2 fortitude, the broodmother counts as 16 characters for distributing experience. A gargantuan sized broodmother has a space of 6 by 6 squares and a reach of 6 squares.

This, if you have two growth levels, you gain +4 strength, +1 agility, and +4 fortitude. You also count as large-sized and gain the Awesome Abilities (strength) talent. Finally, you count as 4 characters for distributing experience, being an extreme threat entity.

Broodmother Adaptations

Beyond her path advancements, the broodmother gains additional minor augmentations that help round out her form and abilities. These often include gaining new weapons and armor, but can also be enhancements to natural weapons, changes to path abilities, and even alterations to the broodmother's mental capacity and understanding. Once you chose an adaptation, it cannot be removed or replaced.

A broodmother gains adaptations on levels 3, 7, 10, 12, 17, 20, 22, 28, and 30. When a level gives an adaptation, you will have a choice between a variety of options. However, unlike paths and advancements, you can choose an adaptation from your level of any previous level. Thus, if you want to go back and pick an option you missed for a later adaptation, you can do so. In addition, the Extra Adaptation and Epic Extra Adaptation talents allow you to pick up previously unchosen adaptations without requiring one of your level-based adaptation choices.

Level 3 Adaptations

Barbed Tendrils

Level 3 Adaptation

The broodmother gains the Barbed Tendrils natural weapon.

Enhanced Cranium

Level 3 Adaptation

The broodmother has an enlarged brain and cranial cavity that allows her to manage her psionic energy. The first psionic power the broodmother manifests in an encounter only costs half as much energy fatigue. In addition, after she makes a dedicated psionic recovery action, her next psionic power will only cost half as much energy fatigue.

Improved Regeneration

Level 3 Adaptation

The broodmother gains +3 regeneration value.

Sweeping Claw

Level 3 Adaptation

The broodmother has longer claws better suited for sweeping attacks. She can take a -5 accuracy penalty on a Scything Claws attack to gain Cleaving 1. She cannot do this while dual wielding.

Level 7 Adaptations

Acid Coating

Level 7 Adaptation

The broodmother's spine banks now have the Acid Coating natural weapon evolution. When that spine bank is used, the struck target takes additional damage equal to $\frac{1}{2}$ the attack's damage. This is the finalized damage, after all modifiers are applied other than hailfire and attack overages. This damage has the penetration (5) and acid damage weapon traits. This extra hit of damage is applied separately from the rest of the damage, going against damage resistance separately, and does not gain hailfire, attack overages, or any other damage modifiers.

Acidic Saliva

Level 7 Adaptation

The broodmother can fire columns of acid out of her torso. She gains the Acidic Saliva natural weapon.

Projection Muscles

Level 7 Adaptation

The broodmother has improved muscles that let her launch projectiles farther. Her spine bank's base range is 1 range band further (usually going from long to distant). If she has the acid storm advancement ability, its area improves by 1 square. In addition, all pestilence powers that have a base range of short or longer gain +1 range increment.

Seeker Spore

Level 7 Adaptation

The broodmother can release and fire homing spores from a duct on her thorax. She gains the Seeker Spore natural weapon.

Level 10 Adaptations

Multi-Tasking

Level 10 Adaptation

The broodmother's expanded her ability to adapt multiple skills and activities. She gains +1 maximum skill ranks in all skills that she has a skill focus in, whether the skill focus comes from the Zerg Skill Focus talent or the Lateral Thinking adaptation.

Reinforced Carapace Natural Armor

Level 10 Adaptation

The broodmother has upgraded to a thicker armor. She no longer has the Zerg Light Carapace natural armor. She now has the Zerg Reinforced Carapace natural armor, with all its benefits and downsides.

Tier 2 Natural Weapons

Level 10 Adaptation

All the broodmother's current and future natural weapons increase to tier 2, gaining the accuracy, damage, and other benefits as normal.

Tier 2 Natural Armor

Level 10 Adaptation

The broodmother's natural armor increases to tier 2, increasing damage resistance and reducing defense penalty as normal.

Level 12 Adaptations

Adhesive Corrosion

Level 12 Adaptation

All the acid produced by the broodmother is adhesive as well as corrosive. Any attack, advancement, or evolution power that deals the Melting condition also deals the Slow condition while the target is melting. In addition, the DC to remove the Melting condition you deal is increased by 10 (DC 25 acrobatics).

Metabolic Boost

Level 12 Adaptation

Zerglings you produce via the Hive Empress advancements now have improved metabolisms and small wings. Your zerglings do not need to move in a straight line while sprinting. They ignore the first 4 squares of falling damage. Their pounce ability can be used at +3 squares (total of 8 squares), allowing them to cover significant distance while jumping.

Poisoned Spine Banks

Level 12 Adaptation

Your spine banks are poisonous. Any living target that takes damage from your spine bank must make an endurance check (DC 8 + your level) or suffer 2x your level poison damage.

Recycled Psionic Energy

Level 12 Adaptation

You draw psionic energy from various sources. When one of your chosen minions from hive empress advancements dies, you lose 2 energy fatigue. In addition, you lose energy fatigue at the start of every round equal to the biomass you gain from evolutionary matriarch advancements. Finally, if your offensive psionic power kills an enemy, you refund 1 spent energy fatigue used on that power.

Level 17 Adaptations

Extra Limbs

Level 17 Adaptation

Choose one of the following natural weapons: scything claws or barbed tendrils. You have an extra set of limbs for whichever weapon you chose. You gain advantage on attack rolls with that weapon.

Gamete Meiosis

Level 17 Adaptation

Once per hour, the broodmother can spend a move action replicating the cells in its body, increasing its recovery. At the start of the turn for the next 3 rounds, the broodmother's regeneration is doubled and it recovers 4 extra biomass per turn.

Know Your Enemy

Level 17 Adaptation

Upon gaining this ability, the broodmother chooses one enemy to be her chosen enemy, between the terrans, protoss, or primal zerg. She gains a special tactics combat augmentation that she can activate based on which enemy she chooses to hate. She and all her chosen minions benefit from this tactic.

Combat Augmentation	DC 15	Every +5 result (max of DC 25)
Terran Hunter	+1 attack accuracy and damage against terrans and their constructs, +2 penetration against terrans and their constructs	+1 additional accuracy and damage per rank, +2 penetration per rank
Protoss Slayer	+1 attack accuracy and damage against protoss and their constructs, ignores protoss shield armor	+1 additional accuracy and damage per rank
Primal Zerg Rivalry	+1 attack accuracy and damage against primal zerg, +2 rending versus primal zerg	+1 additional accuracy, damage, and rending per rank

Lashing Tendrils

Level 17 Adaptation

The broodmother's barbed tendril natural weapons is much larger and able to attack from a range. Their barbed tendril gains +2 reach and +2 accuracy. This extra reach also works with the Queen's Fury warrior advancement. This adaptation requires the broodmother to have a barbed tendril natural weapon.

Level 20 Adaptations

Lateral Thinking

Level 20 Adaptation

The broodmother's intelligence has allowed her to think of non-conventional or indirect ways of solving problems. She chooses two non-prowess skills. She gains a skill focus in each of those skills.

Plated Carapace Natural Armor

Level 20 Adaptation

The broodmother has upgraded to a thicker armor. She loses her existing natural armor. She now has the Zerg Plated Carapace natural armor, with all its benefits and downsides. This adaptation requires the broodmother to have Zerg Reinforced Carapace natural armor before it can be chosen.

Tier 3 Natural Weapons

Level 20 Adaptation

All the broodmother's current and future natural weapons increase to tier 3, gaining the accuracy, damage, and other benefits as normal. The broodmother must have Tier 2 Natural Weapons before this can be chosen.

Tier 3 Natural Armor

Level 20 Adaptation

The broodmother's natural armor increases to tier 3, increasing damage resistance and reducing defense penalty as normal. The broodmother must have Tier 2 Natural Armor before this can be chosen.

Level 22 Adaptations

Adrenal Glands

Level 22 Adaptation

Zerglings you produce via the Hive Empress advancements now have improved adrenaline glands that let them hit harder and faster. They gain +1 strike with their scything claws and deal +2 damage per attack coverage with their claws.

Bile Release

Level 22 Adaptation

When the broodmother uses an evolution power, she releases a wave of acidic bile from her body, dealing an automatic hit of 25 acid damage (penetration 20), to all enemies within her base reach.

Improved Impulses

Level 22 Adaptation

The broodmother has improved combat reflexes that allow her to reach quickly against enemies. She gains +1 reach with all natural melee weapons, and threatens enemies within 6 squares. Thus, enemies provoke opportunity attacks if they are within 6 squares of her. As normal, she can make opportunity attacks with melee or ranged natural weapons. In addition, the broodmother can make her full number of strikes on an opportunity attack.

Second Brain

Level 22 Adaptation

The broodmother has a secondary brain that assists with multi-tasking and processing information. She can perform two combat behaviors in a single turn. Her tactics combat augmentations last until the end of the encounter or she chooses to use a different tactic. Finally, she is extremely efficient at managing and targeting psionic energies. She gains advantage on manifestation checks and psionic attack rolls.

Level 28 Adaptations

Biologically Adapted Loyalty

Level 28 Adaptation

When the broodmother suffers damage from an attack, all her chosen minions from hive empress advancements gain 10 protection points. These protection points stack if the broodmother is hit multiple times, up to 30. This protection last until the end of the encounter or until spent.

Brutal Edge and Splintering Bone

Level 28 Adaptation

The broodmother's launched spines are crafted of jagged, serrated chitin that breaks painfully when lodged in a target, dealing terrible wounds. The broodmother's spine bank weapon gains +3 penetration and +3 rending.

Tissue Assimilation

Level 28 Adaptation

When the broodmother deals 20 hit point damage to a living enemy with a melee attack, she regains 10 hit points. This stacks with multiple targets hit from a single attack.

Venomous Strikes

Level 28 Adaptation

All the broodmother's natural melee weapons are venomous. Any living target that takes damage from a natural melee weapon make an endurance check (DC 12 + your level) or suffer 2x your level poison damage.

Level 30 Adaptations

***Note:** Level 30 adaptations cannot be picked up later with the Extra Adaptation talent. The only way to pick an additional level 30 adaptation is through the Epic Extra Adaptation talent.

Greater Understanding

Level 30 Adaptation

The broodmother's understanding has extended beyond her simplistic Zerg mindset, and she views the world with greater clarity. She gains +1 maximum skill ranks with all skills.

Juggernaut Carapace Natural Armor

Level 30 Adaptation

The broodmother has upgraded to a thicker armor. She loses her existing natural armor. She now has the Zerg Juggernaut Carapace natural armor, with all its benefits and downsides. This adaptation requires the broodmother to have Zerg Plated Carapace natural armor before it can be chosen.

Tier 4 Natural Weapons

Level 30 Adaptation

All the broodmother's current and future natural weapons increase to tier 4, gaining the accuracy, damage, and other benefits as normal. The broodmother must have Tier 3 Natural Weapons before this can be chosen.

Tier 4 Natural Armor

Level 30 Adaptation

The broodmother's natural armor increases to tier 4, increasing damage resistance and reducing defense penalty as normal. The broodmother must have Tier 3 Natural Armor before this can be chosen.

Spending Leftover Characteristic Point

After selecting all or any of the character's paths and advancements, the player should have a good idea of what their character will be looking like. However, they are likely to have a few characteristic points left over that can be spent to round off a character and make them more unique. These functions can be used any number of times, except where mentioned.

Ability Scores

The character can spend 3 characteristic points to increase any ability score by 1, up to their normal maximum.

Talents

The character can spend 2 characteristic points to gain a talent. The character must meet the requirements of the talent.

Skill Points

A broodmother can spend 1 characteristic point to gain a number of skill ranks equal to 2 + one-half their Intelligence. These skill points can be distributed amongst any or all the player's skills. Therefore, they can all be placed in one skill or split amongst different skills, if the character spends all of their acquired skill points. The skill ranks may not bypass their maximum rank values, which are limited by the character's level and skill focuses. Unlike characteristic points, purchased skills cannot be 'banked' and saved for later. Once you spend a characteristic point to gain skills, you spend those skill points or lose them.

If you increase your intelligence, you gain more skills ranks based on how many characteristic points you have spent on skills in the past. Therefore, you should always have $2 + \frac{1}{2}$ your intelligence skill points for every skill purchase ever made.

Finishing Details

After spending the last of the character's characteristic points, you need to fill out your character's record sheet. As a Zerg bioweapon, you have no credits to spend or gear to requisition. However, you should have a number of natural weapons, psionic abilities, and evolution powers from your base race and advancement. You will need to determine the numbers on all your natural weapons, have profiles for your evolution powers, and determine your psionic manifestation bonus. Also remember to determine your regeneration, biomass, command limit, and damage resistance from natural armor.

Leveling Up Characters

When characters meet the prerequisite experience to level up, they gain a level. Upon gaining a new level, follow these simple guidelines to determine what increases on a character.

- The character gains 4 characteristic points plus any bonus characteristic points they gain for their character tier. These characteristic points can be spent on increasing skills, ability scores, or talents.
- The character may gain adaptations and advancements based on the levels reached.

-A character's maximum ability score and skill values might increase based on level. Use the following table for guidelines on what the maximum values are at each level.

Level	Maximum Ability Score Value	Maximum Ranks in Skills	Broodmother Improvements
1	5	3	1 st Path Advancement
2	5	3	
3	5	3	1 st Adaptation
4	5	4	
5	6	4	2 nd Path Advancement
6	6	4	
7	6	5	2 nd Adaptation
8	6	5	
9	6	5	
10	7	6	3 rd Path Advancement, 3 rd Adaptation
11	7	6	
12	7	6	4 th Adaptation
13	7	7	
14	7	7	
15	8	7	4 th Path Advancement
16	8	8	
17	8	8	5 th Adaptation
18	8	8	
19	8	9	
20	9	9	5 th Path Advancement, 6 th Adaptation
21	9	9	
22	9	10	7 th Adaptation
23	9	10	
24	9	10	
25	10	11	6 th Path Advancement
26	10	11	
27	10	11	
28	10	12	8 th Adaptation
29	10	12	
30	10	12	7 th Path Advancement, 9 th Adaptation

'Banking' Characteristic Points

Sometimes, upon leveling up, a character may choose not to spend all their characteristic points and save them for future levels. This is allowed, to an extent. This is called 'banking' points. As characters with high Intelligence are much more adept at storing and processing information, a character can only bank a number of characteristic points equal to their Intelligence. Therefore, a character with 3 Intelligence cannot have more than 3 characteristic points banked at anyone one time. Any in excess of their limit must be spent upon level up.

Recap: Building your Character's Statistics

This section is a quick summary on how to determine all of your character's statistics on their record sheet.

Hit Points

$40 + 3 \times \text{Fortitude}$. In addition, character gains $5 + \text{Fortitude}$ for every rank of the Durability skill they have. This increases if the broodmother is a larger size.

Regeneration

2+ miscellaneous modifiers, or higher if the broodmother is a larger size.

Damage Threshold

$16 + \text{their Durability skill} + \text{Fortitude} + \text{size Bonus}$

Melee Accuracy

$\text{Melee skill} + \text{their weapon's accuracy bonus} + \text{size bonus}$

Ranged Accuracy

$\text{Ranged skill} + \text{their weapon's accuracy bonus} + \text{size bonus}$

Psionic Accuracy

$\text{Psionics skill} + \text{Intelligence}$

Evolution Power Accuracy

$\text{Ranged skill} + \text{Strength}$

Weapon Damage

Base Weapon Damage + Additional Weapon Power Ratings based on talents and weapon tier (also adds attack overages to damage, limited by Strength for melee and Instinct for ranged, see Encounter Rules)

Psionic Manifestation Bonus

$\text{Psionics skill ranks} + \text{Willpower}$

Defense

$10 + \text{Defensive Training skill} + \text{Agility} + \text{their armor's defense penalty} + \text{size bonus or penalty}$

Toughness

$10 + \text{Defensive Training skill} + \text{Strength} + \text{size bonus or penalty}$

Resolve

$10 + \text{Mental Training skill} + \text{Willpower}$

Morale Bonus

$\frac{1}{2} \text{ their Mental Training} + \frac{1}{2} \text{ Willpower}$

Damage Resistance

$\text{One-half Fortitude} + \text{Armor Bonus}$

Psionic Resistance

$3 \times \text{Willpower} + \text{Psi Level} + \text{one-half their Mental Training}$

Move Speed

$4 + \text{one half Agility}$

Shift Speed

$1 + 1 \text{ per } 5 \text{ points of agility}$

Initiative

Instinct OR ranks in Tactics skill

Command Limit

Willpower x Psi Level

Biomass Reservoir

Strength + Fortitude + Willpower

Natural Weapons

These are the natural weapons that can be used by broodmothers. They either start with these weapons or gain them through adaptations. They function as normal for natural weapons as described in Supplement 1: The Zerg.

As normal, larger broodmothers gain increased statistics with their natural weapons as they increase in size.

Size	Weapon Power Rating	Weapon Accuracy Bonus	Weapon Traits
Medium	+0	+0	As Base Weapon
Large	+2	+4	As Base Weapon
Huge	+4	+8	As Base Weapon
Gargantuan	+6	+16	As Base Weapon plus Cleaving (1)

Acidic Saliva**Zerg Ranged Weapon**

Damage: 30

Accuracy: +1

RoF: Fast

Range: Special

Power Rating: +5

Special Traits: Scaling Line, Scaling Penetration (heavy), Corrosion, Acid Damage, Close Quarters

Barbed Tendrils**Zerg Melee Weapon**

Damage: 24

Accuracy: +1

RoF: Average

Range: Melee

Power Rating: +4

Special Traits: Scaling Penetration (moderate)

Seeker Spore**Zerg Ranged Weapon**

Damage: 20

Accuracy: +4

RoF: Fast

Range: Remote

Power Rating: +4

Special Traits: Scaling Penetration (moderate), Rending (5 versus Biological), Acid Damage

Scything Claws**Zerg Melee Weapon**

Damage: 16

Accuracy: +2

RoF: Fast

Range: Melee

Power Rating: +3

Special Traits: Scaling Penetration (light)

Spine Bank

Zerg Ranged Weapon

Damage: 21 **Accuracy:** +1
RoF: Fast **Range:** Long
Power Rating: +3
Special Traits: Scaling Penetration (light)

Natural Armor

Broodmothers can gain varying levels of natural armor, depending on much she invests in it.

Zerg Light Carapace

Damage Resistance: 8 **Defense Penalty:** -0
Resistance Rating: +2 **Armor Type:** Light
Special Traits: Elemental Protection

Zerg Juggernaut Carapace

Damage Resistance: 30 **Defense Penalty:** -4
Resistance Rating: +5 **Armor Type:** Super Heavy
Special Traits: Elemental Protection, Very Cumbersome

Zerg Plated Carapace

Damage Resistance: 24 **Defense Penalty:** -2
Resistance Rating: +4 **Armor Type:** Heavy
Special Traits: Elemental Protection, Cumbersome

Zerg Reinforced Carapace

Damage Resistance: 18 **Defense Penalty:** -1
Resistance Rating: +3 **Armor Type:** Light
Special Traits: Elemental Protection

Weapon and Armor Traits

The following are traits that correspond with the Zerg natural weapons and armor.

Acid Damage

Description: This weapon deals damage in the form of some manner of chemical such as acid or bio-plasma. Acid damage attacks gain Hailfire (1) against constructs, stacking with other sources of hailfire.

Burst (X)

Description: When this weapon is used, it makes an attack against all targets within a burst area in size based on the value under the weapon description. Characters can make evade attempts as normal. Higher-tiered variations of this weapon increase the burst size by 1 per each tier above first.

Cleaving (X)

Description: This natural weapon has a burst area equal to the value next to the name, despite being a melee weapon. The attack hits all targets within the burst, but otherwise treats this as a standard melee attack. The creature wielding the weapon can choose to omit squares from the area, to avoid hitting itself or its allies.

Corrosion

Description: This weapon shoots a spray of corrosive acid. If the attack bypasses defense and toughness, the target gains the Melting condition. Melting characters take 10 piercing damage at the start of each of their turns. The melting condition can be removed as a move action by making a DC 15 acrobatics test. Otherwise, it can be removed as a full-round action without a check.

Cumbersome

Description: Cumbersome armor gives the wearing character a -2 penalty to athletics, acrobatics, and stealth checks. If a character has the cumbersome trait from multiple sources such as armor and a shield, the effects stack.

Elemental Protection

Description: This armor protects against extreme heat and cold. It allows prolonged survival in high and low temperatures, and the character does not need to make endurance checks to survive in such environments. Also, the character is immune to energy damage resulting from exposure to extreme ambient temperatures.

Hailfire (X)

Description: This weapon has the damage multiplier from the hailfire rule, after damage resistance and penetration applied, as detailed in the Core Rulebook. The value of the hailfire trait is the damage multiplier, with Hailfire (1) being x2 damage, and scaling up from there. Multiple sources of hailfire stack with one another.

Line (X)

Description: When this weapon is fired, it affects all targets in a line that is 1 square wide and a number of squares long equal to the trait's value. The attack makes a single attack roll against every target in the area. Even if the attack misses, the target(s) still take half damage.

Penetration (X)

Description: A weapon with this trait has a base penetration value equal to the value next to this trait. In some occasions, this weapon will only apply against Biological targets or Constructs. If this is the case, it will be noted in the weapon's value.

Piercing

Description: This weapon ignores all damage resistance.

Radiation Shielding

Description: The wearer of this armor is immune to the penalties dealt by ambient radiation but not the damage.

Rending (X)

Description: A weapon with this trait has a base rending value equal to the value next to this trait. Rending reduces their target's damage threshold against the attack by up to 20. Any rending over 20 converts one-to-one into base damage for the attack. In some occasions, this weapon will only apply against Biological targets or Constructs. If this is the case, it will be noted in the weapon's value.

Scaling Line

Description: This weapon has a Line (X) area. Its line area is based on the size of the zerg.

Size	Area of Effect
Medium or Smaller	Line 8
Large	Line 12
Huge	Line 16
Gargantuan	Line 24, 2 squares wide

Scaling Penetration (X)

Description: This weapon has a Penetration value that is based on the character's level. This trait always has a value of light, moderate, or heavy. This determines what the attack's exact penetration is based on the creature's level.

Size	'Light Penetration'	'Moderate' Penetration	'Heavy' Penetration
1-5	3	5	10
6-10	8	10	15
11-20	12	15	20
21 or higher	16	20	30

Very Cumbersome

Description: Cumbersome armor gives the wearing character a -3 penalty to athletics, acrobatics, and stealth checks.

Paragon Broodmothers

Like all characters, broodmothers continue to advance after hitting level 30 by gaining paragon levels. This works identically to the rules on paragon levels discussed in Chapter 2. In addition to gaining characteristic points as she levels as normal, the broodmother will occasionally get to pick a path advancement she missed before.

Every 3 paragon levels, the broodmother gets to pick a previously omitted advancement. However, she can only pick an advancement from a single tier based on what level she reached. For example, once you reach paragon level 3, you can pick a second advancement from the level 1 advancement options. When you reach paragon level 6, you must choose that second advancement from the level 5 advancement options. This goes all the way to paragon 18, where you get to pick another level 25 advancement. A broodmother will never gain a second level 30 adaptation.

Paragon Level	New Advancement
1	
2	
3	Chose a second advancement from the level 1 advancement options
4	
5	
6	Chose a second advancement from the level 5 advancement options
7	
8	
9	Chose a second advancement from the level 10 advancement options
10	
11	
12	Chose a second advancement from the level 15 advancement options
13	
14	
15	Chose a second advancement from the level 20 advancement options
16	
17	
18	Chose a second advancement from the level 25 advancement options
19	
10	

Gaining more advancements has a side benefit; it allows the broodmother to gain more growth levels. Because she will, by necessity, be dipping into more than one path with these bonus advancements, she will gain growth levels at the normal rate and formula. This means that paragon broodmothers will generally be a much larger size and will find it easier to be specialized but still gain growth levels.

Broodmothers do not gain new adaptations for paragon levels, However, they can always continue taking the Extra Adaptation and Epic Extra Adaptation talents to take previously missed adaptations.

Chapter 4: Capital Ships

Since the first release of the StarCraft video games, capital-class ships have played a huge part. Unlike many games, capital ships fought directly in battle with your other forces. You assembled fleets and razed strongholds, while battling defense emplacements and protecting your ships from squadrons of superiority fighters. Now, the StarCraft RPG will include rules for these venerable craft to use in your campaigns.

Like in the StarCraft video games, capital ships can be put into any scale of the game, as their offensive and defense is scaled to work with character scale as well as fights between capital ships. However, due to their size, capital ships are best used in Starship Combat or Mass Combat (see the rules for these later this chapter). This is because, obviously, these massive ships will not fit on a tactical grid of 5-foot squares. However, because they are used in the same type of encounters, there is no reason you couldn't have an encounter of characters shooting at a capital ship that is far above the map.

Rules wise, capital ships generally refer to any ship large than massive size that is piloted by an entire crew of between dozens or thousands of members to keep the vessel operational. Thankfully, to play a capital ship in combat, the Game Master does not keep track of the turns of every one of potentially thousands of crewmates. In encounters, capital ships follow simple rules to keep their usage relatively streamlined and simple.

Updated Size Categories

The base game goes up to the massive size category, which includes creatures the size of a small command ship. However, StarCraft is an epic setting with some truly massive vessels suited for space warfare. This is realized by the gigantic, behemoth, immense, and titanic size categories.

Size	Defense	Toughness/ Damage Threshold	Base Movement Speed	Base Flight Speed	Max Strength and Fortitude	Starship Combat Squares
Tiny	+6	-8	2	3	-4	NA
Small	+2	-4	3	6	-2	NA
Medium	+0	+0	4	8	+0	MA
Large	-2	+4	5	10	+5	NA
Huge	-4	+8	6	12	+10	NA
Gargantuan	-6	+16	8	14	+20	NA
Colossal	-8	+32	10	16	+40	NA
Massive	-10	+64	Varies	Varies	Infinite	1
Gigantic	-15	+100	Varies	Varies	Infinite	2 by 2
Behemoth	-20	+200	Varies	Varies	Infinite	4 by 4
Immense	-25	+300	Varies	Varies	Infinite	8 by 8
Titanic	-30	+400	Varies	Varies	Infinite	16 by 16 or larger

Size	Base Heroic Hit Points	Base Non-Heroic Hit Points	Hit Points from Durability
Tiny	20	10	1+Fortitude
Small	30	15	3+ Fortitude
Medium	40	20	5+ Fortitude
Large	60	30	10+ Fortitude
Huge	100	50	20+ Fortitude
Gargantuan	200	100	30+ Fortitude
Colossal	500	250	50+ Fortitude
Massive	1,000	500	100+ Fortitude
Gigantic	2,500	NA*	250+ Fortitude
Behemoth	5,000	NA*	500+ Fortitude
Immense	10,000	NA*	1,000+ Fortitude
Titanic	20,000	NA*	2,000+ Fortitude

*Anything above massive sized is always heroic

These gigantic creatures are generally too large to show up on character scale, except on exceptional circumstances. Therefore, their space and reach are given in starship or mass combat scale. For example, a science vessel, a gigantic ship, would take up a 400 by 400 square area, far too large to fight normally in grid-based combat. However, in starship combat, a science vessel would only take up a 2 by 2 square area, which is still enormous given the scale of starship combat.

Updated Threat Levels

With exceptionally massive targets, comes increased threat levels for the massive combat abilities of these targets.

Enemy Threat Level	Description	Encounter Points	Experience Reward
Trivial	Trivial threat enemies are little to no danger to enemies. They are generally not worth experience except in large numbers	0.25	5
Low	Low threat opponents are less powerful than a single character of the same level, and are often fought in great numbers	0.5	50
Medium	Medium threat opponents are the equivalent of a single character of the same level	1	100
High	High threat opponents are quite dangerous	2	200
Extreme	Extreme threat opponents are a match for an entire adventuring party	4	500
Formidable	Formidable threat opponents are a match for a large adventuring party, or a party with vehicles	8	1,000
Epic	Epic foes are the greatest threats the party will come across. They are generally beyond the capacities of a small group of players but could be possible if the players have significant support or armed forces backing them up.	16	2,000
Epic-2	As Epic, but even greater threat. Common for gigantic enemies	32	4,000
Epic-3	As Epic, but even greater threat. Common for behemoth enemies	64	8,000
Epic-4	As Epic, but even greater threat. Common for Immense enemies.	128	16,000
Epic-5	As Epic, but even greater threat. Common for titanic enemies	256	32,000

What is a Capital Ship?

For simplicities sake, the term 'capital ship' applies to any flying vehicle (or monster using the flying vehicle rules) that is gigantic, behemoth, immense, or titanic in size.



Ship Commander

A ship is led by a single individual, known as the commander. When determining a ship's combat statistics, such as defense, skill bonuses, attack accuracy and the like, use the ship's captain for all those purposes. They are the heart of the ship, and their effectiveness is reflected in the crew's actions.

Capital ships determine their statistics much like any other vehicle. Defense training is used to determine defense score (but not agility, see Slow and Lumbering). Most capital ships have such high defense penalties from their size and armor, however, that they generally have very low defense. Toughness and damage threshold are determined by the ship. Weapon attack profiles are determined by the commander's skill, talents, and features as normal. The commander rolls initiative for their ship in an encounter.

One exception is if a capital ship is crewed by the player characters, they may have one player sitting as the captain of the vessel while other players maintain different weapons or subsystems. For example, one player might be the captain, while another fires the primary gun, and another works in the engine room. The player functioning as the captain might serve most of the purpose of the ship, but the gunner player's skills are used for that weapon system, and repair checks are made by the player in the engine room. This is up to the GM's discretion how individual jobs and skill checks can be diverted to different characters.

The captain also rolls the initiative for their ship. As a minor action, the captain can employ either a combat augmentation effect to this ship. Normal combat augmentations do not apply to capital ships, but below is a list of new combat augmentations that can apply to a capital ship.

Capital Ship's Turn

For the most part, a capital ship functions as any unit would in an encounter. Every turn it has a standard, move, and minor action. As always with all vehicles, keeping the ship aloft and moving every turn requires the vehicle's move action, except under special circumstances (see the Stabilizer action below). Like vehicles, the capital ship must perform their movement at the beginning of their turn, after which they perform additional actions.

Capital ships use a standard action to attack as normal. However, capital ships have several categories of weapons, that are all used differently. These include primary weapons, grand ordinance weapons, secondary weapons and point defense batteries.

Unlike normal characters, capital ships also have a special mechanic known as Crew Actions. These are representing the crew of the ship working together to perform different ship functions, such as firing weapons or enacting repairs. The number of crew actions a ship has is determine by the type of ship. See 'Crew Actions' below.

Crew Actions

The primary difference in capital ships and smaller ships is that they have a number of special 'crew actions' that they can take, demonstrating the actions of members of the crew across the vessel. A ship gains a number of crew actions based on the ship itself. A smaller ship might only grant one or two crew actions, while a large ship may grant as many as eight to ten. Crew actions are the lowest priority actions, meaning that any other type of action, standard, move, or minor, can be sacrificed to perform a crew action.

The number of crew actions a ship has is usually based on their size:

Capital Ship Size	Crew Actions
Massive	2
Gigantic	4
Behemoth	6
Immense	8
Titanic	10

The following are the most common crew actions most capital ships have in common. The capital ship entries will list what crew actions it can perform.

Activate Thrusters

Performing an activate thrusters action increases the max speed a craft can go at. When a capital ship uses this crew action its maximum speed is increased by 200 for that round, or its starship scale speed increases by 1 that turn. This is cumulative, allowing a ship to use Activate Thrusters multiple times in a round to further increase their speed. If the ship is traveling beyond its normal maximum speed in any turn it is not using this action, it automatically drops to its maximum speed.

Boarding Strike

This action allows a ship to deploy 1 military unit to a ship that they are currently boarding. Multiple crew actions allow you to send multiple units.

Charge System

Many functions aboard a capital ship require to be charged over time in order to be used. For example, the battlecruiser's Yamato Cannon has the Charge System (5) special trait. To prepare for its use, the ship possessing that system must use the Charge System crew action that many times to prepare the weapon for use. In the case of the battlecruiser, it must use a dedicated Charge System action to the Yamato five times between each of that weapon's usages.

Crew Special Activation

The crew special activation means that a ship can perform an action that requires a crew action to perform. For example, the nanobot repair action of a science vessel is activated with a crew action rather than a standard action. This action can activate any of a ship's unique functions that require a special crew activation.

Deploy Craft

The Deploy Craft action allows the vessel to make combat deployments of the vessels onboard drop pods or docked shuttles. The maximum number of ships that capital ship can deploy in a single action depends on the rating of the ship's hanger bay. For example, a capital ship with the Hanger Bay (2) allowance can deploy up to two vessels in a single turn. However, each launched vessel requires 1 crew action.

Emergency Repairs

Emergency repairs allows a section of the crew to dedicate themselves to repairing the ship. This can only be done when the vessel is below 50% of its maximum health. When performing this action, the captain of the ship, or whoever oversees the engine crew, makes a science skill check with a +50 bonus. Whatever the result of the check is, the ship recovers that many hit points, up to 50% of its maximum health. Healing it further requires a significant amount of time. Emergency repairs can only be done once per turn, and costs 2 crew actions.

Evasive Maneuvers

A capital ship can undergo evasive maneuvers to try to evade or deflect attacks. They can spend up to 3 crew actions in a turn on evasive maneuvers. The first crew action gives them a large bonus to their defense, based on the commander's pilot skill and the vehicle size. The second and third crew action give additional defense each, based on the size of the vehicle. The following formula determines the defense bonus for evasive actions:

- Gigantic: Commander's pilot skill ranks +2, +6 defense each additional crew action (+8 for Protoss ships)
- Behemoth: Commander's pilot skill ranks -4, +5 defense each additional crew action (+7 for Protoss ships)
- Immense: Commander's pilot skill ranks -8, +4 defense each additional crew action (+6 for Protoss ships)
- Titanic: Commander's pilot skill ranks -10, +3 defense each additional crew action (+5 for Protoss ships)

Protoss ships, being more agile, gain bonus defense per extra crew action beyond the first.

Extra Attacks

A capital ship with this weapon can push their crew to let out additional firepower from one of the ship's guns. When you perform this action, pick a primary, secondary, or point defense weapon that the ship has. Grand ordinance cannot be chosen. You get a special benefit depending on what type of weapon you select to gain extra attacks:

Primary Weapon: You gain an extra attack with the primary weapon. Thus, if you do extra attacks with a weapon with a battery of six, you gain 7 attacks instead.

Secondary Weapon: Your chosen secondary weapon gains Hailfire (+1).

Point Defense Weapons: The weapon increases their point defense DC by 3.

Point Defense Batteries

Many capital ships have point defense batteries to protect them from smaller enemies within range of the primary guns, such as bombers or tac fighters. Point defense batteries are also used to shoot down incoming missiles. Performing this crew action forces enemy ships within 1 square of the capital ship at starship square to make pilot checks or take damage. Ships must also make pilot checks or have their missiles intercepted by the point defense batteries. In realistic scale, point defense weapons target foes within 300 squares of the capital ship.

Recharge Shields

Many capital ships, especially military ships, have some degree of energy shields. They are most common and effective in protoss fleets, although terran battlecruisers have less efficient energy shields. When performing a recharge shields action, the captain or a leader of the engine crew makes a science check. The ship recovers an amount of points to their shield pool equal to the result of the check +50. This can be done any number of times in a turn. This can only be done in an encounter if they have at least 1 shield point remaining. Otherwise, this can only be done once an encounter is over.

Repel Boarders

This action allows a ship to defensively deploy a number of military units around their ship to guard sections of the ship or repel oncoming boarders. See the boarding rules below for more details.

Secondary Weapons

This power lets you fire a secondary weapon system of the capital ship. You can use this crew action multiple times to fire multiple secondary weapon systems.

Stabilizers

Capital ships are designed for prolonged periods in the stars. Therefore, they have advanced stabilizers to hover in place if they need to. As long as a crew action is spent on stabilizers, the ship does not need to spend a move action to pilot the ship or prevent a Losing Control result. However, the ship cannot move on stabilizers.

Weapon Types

Capital ships have many different classifications of weapons. Some of these are instruments of ultimate destruction, while others are smaller weapons systems, while others are meant to defend the vessel from attacks.

Grand Ordinance

Grand ordinance are the most powerful weapons onboard a ship. They are tremendously powerful ordinance or energy blasts used to deal critical damage to a target. Most often, they are used against other capital ships or for bombarding cities.

Grand ordinance weapons need to be charged before they can be fired. Charging is done with the Charge System crew action. Once the requisite number of charge system actions have been performed, the weapon can be fired. Firing a grand ordinance weapon requires a standard action and 4 crew actions to fire. Grand ordinance weapons do not gain attack overages on their attacks.

Primary Weapons

Primary weapons are the main offense of a capital ship. They are powerful weapons that are designed to be used at long range. Most of these weapons would instantly disintegrate a character hit with them. Together, they are used to deal considerable damage to another large vessel.

Many capital ships have an array of primary weapon batteries. All primary weapon batteries are fired as a standard action. They can be used against one target or multiple different targets if they are all within the firing arc of the weapon. Primary weapons gain attack overages on their attacks.

Secondary Weapons

Secondary weapons are the backup weapon systems on a capital ship. They are usually used to attack smaller targets, such as tac fighters or ground defenses. A single crew action will allow a secondary weapon system to be fired. Many ships have multiples of a single secondary weapon system. A crew action must be spent on each secondary weapon system separately to fire them. Secondary weapons do not gain attack overages.

Point Defense Batteries

Point defense batteries are not offensive weapons, but tools that protect a capital ship from missiles and smaller ships. Point defense batteries are special weapons that do not make attack rolls, but instead force enemies to require pilot checks to avoid being hit. In addition, ordinance and missile attacks that pass from outside the battery zone to inside the battery zone have a chance of being shot down.

Every point defense battery has a damage profile and a DC. The damage profile, as normal, is how much damage the weapon does when it hits. The DC is the pilot check needed to avoid being hit by the point defense battery. Point defense guns effect all the squares of the starship, plus 1 starship square beyond their space (or 300 regular squares). If you enter the area on your turn, or start your turn within the area, you must make a pilot check against the DC of the point defense weapons. If you fail, you suffer a hit from the weapon.

In addition, if a missile or rocket weapon is fired at the capital ship, the pilot must make a pilot check against the point defense weapons DC for the weapon to successfully hit the target. Otherwise, the point defense weapons will shoot down the ordinance. If the ordinance had multiple projectiles that gave it hailfire, such as an automatic missile launcher, failure to breach the point defenses reduces the hailfire by 1, plus an additional 1 per point of failure. If the attack is reduced to hailfire 0, it is negated entirely.

It takes a crew action to activate a single point defense battery. If a ship has multiple point defense batteries, they must be activated with multiple crew actions. If a ship does have multiple batteries activated at once, ships and missiles must make pilot checks against all active batteries.

Slow and Lumbering

Capital ships are very large and are not particularly reactive. This means that a person's dexterity does not really contribute into a massive vessel; defense is determined by strategic placement and long-term maneuverability rather than twitchy actions. Therefore, capital ships do not add their commander's agility bonus to defense. Their defense is their size penalty plus their defensive training, to a minimum of 1.

Because capital ships are not very reactive, you add the ship's defense penalty to pilot checks for any of the following: avoiding obstacles, not taking damage from point defense batteries, checks that involve ramming or avoiding ramming, anything that involves delicate maneuvering, and not crashing.

Size	Defense and Situational Pilot Penalty
Massive	-10
Gigantic	-15
Behemoth	-20
Immense	-25
Titanic	-30

Pilot maneuvers cannot be done with capital ships; they are not reactive enough.

Capital Ships and Crippling Wounds

Capital ships suffer crippling wounds just like characters and vehicles do. However, because of their high damage resistance and threshold, very few attacks can deal a crippling wound to a capital ship. Most commonly, they will be the grand ordinance of other capital ships. Capital ships have the same wound location as other ships, but the immediate effects and ongoing penalties are much different and more drastic based on the scale of the vessels.

Wound	Die Result	Immediate Effect	Ongoing Penalty
Mobility	1-4	Ship cannot move on its next turn	-20% max speed
Action	5-8	Loses progress on any charged features, such as grand ordinance weapons	-5 DC on point defense weapons, -2 accuracy on primary weapons
Core	9-12	+100 damage	Damage resistance reduced by 10
Vital	13-16	Cannot spend crew actions on next turn	Loses 1 crew action each turn
Critical	17-20	+250 damage	-2 to defense, attacks, and skill checks

Capital Ships and Toughness

In general, capital ships are immune to attacks that target toughness unless the attacker is massive sized or larger. Thus, even upon rolling a natural 20, you cannot push or grab a capital ship, or set one on fire with a flamethrower. This includes the effects of psionic powers.

This rule should be extended to any target that is larger than massive, including strongholds and enormous Zerg monsters. Their mass is such that small arms and human-sized individuals should not make much difference in moving or effecting them.



Capital Ships Leadership Combat Augmentations

Capital ships do not benefit from most common combat augmentations. Instead, the commander can perform leadership combat augmentations to bolster their ship's statistics in several areas. This will only boost the ship that they are commanding, and only a commander can perform combat augmentations on their ship.

Combat Augmentation	DC 15	Every +5 result (max of DC 25)
Brace for Impact	+5 damage resistance and damage threshold	+5 DR and DT
Coordinate Batteries	All point defense weapons have +5 DC	+5 DC for point defense weapons
Focus Fire	+2 accuracy with primary and secondary weapons	+2 accuracy for those weapons
Prioritize Repairs	Emergency repair actions recover 25 additional hit points; shield recharge actions recover 25 additional shields	Increase hit point and shield recovery by 25
Tactical Guidance	Either give -1 to the combat checks when your boarders are fighting the crew of another ship, or +1 to combat checks to defending your own ship (pick one or the other, not both)	Increase the bonus or penalty by 1

Destroying Capital Ships

Like constructs and other vehicles, there are many possible events that will occur when a capital ship is destroyed. Like a normal vehicle, you will roll a d20 when a capital ship is reduced to 0 hit points to see what happens to the ship. However, for capital ships, there are more results than simply wrecked or explodes.

Roll	Effect
1-5	Wrecked and Compromised: The ship is destroyed, and all its functions cease in operation. It no longer has power and is essentially a floating space hulk. The life support has been compromised with many hull breaches, and the ship no longer has gravity or oxygen. All passengers without an air supply and environmental protection instantly die.
6-10	Burning Wreck: The ship is destroyed, and all its function cease in operation. All passengers aboard the ship take a hit of 100 damage. The ship is a hazardous environment and is falling apart. Everyone aboard the ship takes an extra hit of 60 damage every minute they are onboard, until they are killed or escape. Within 20 minutes of the ship's detonation, it will either crash to the surface of a world it is orbiting or collapse in space and create a debris cloud.
11-15	Explodes: The ship explodes instantly, killing everyone onboard. The ship crumbles and blasts apart. Any ships within 1 starship square of the vessel must make a DC 35 pilot check or suffer a hit of 200 damage from debris. Then the ship's former area becomes a debris cloud.
16-20	Reactor Meltdown: The ship suffers a critical reactor meltdown and explodes in particularly violent fashion. This kills everyone onboard and release a massive blast wave. This blast wave makes a +30 attack at every target near the exploding vessel. Every target hit takes meltdown damage, while vessel not hit suffers half damage. If a nearby ship is gargantuan-sized and was missed by the attack, it can also make a DC 35 pilot check to negate all damage from the explosion.

When gaining a reactor meltdown result, refer to the following chart for the damage done by the explosion and how many squares beyond the ship's space that are affected.

Size	Meltdown Damage	Blast Area
Massive	300	1 square
Gigantic	500	1 square
Behemoth	1,000	2 squares
Immense	2,000	3 squares
Titanic	3,000	4 squares

As normal, 5 crippling wounds to the core, vitals, or critical will also destroy a capital ship. However, the different wound locations have different results on the tables above. Receiving five core wounds will render a ship Wrecked and Compromised. Five vitals wounds will cause a ship to Explode. Five critical wounds will cause a Reactor Meltdown.

Boarding Actions

It is possible to board and try to sabotage an enemy ship. Many capital ships have ways of moving troops onto other ships, including boarding tubes, breaching torpedoes, and teleportation platforms. A boarding strike is a crew action that allows you to send military units over to another ship. The exact manner involved in them boarding depends on the type of boarding mechanism, which will be discussed in the capital ship gear entries.

Once you successfully moved troops on the enemy ship, they activate at the start of your next turn. You will give them orders to perform on the enemy ship. These orders will take 10 rounds to undertake. The following are the orders you can give your boarders to perform.

-Cull the Crew: If your boarders are not stopped, they will kill or capture a portion of the enemy crew. The ship loses 1 crew action.

-Sabotage: If your boarders are not stopped, they will sabotage a part of the enemy ship. The ship suffers 1 crippling wound of your choice, chosen when you gave them orders.

If you have multiple boarding units aboard an enemy ship, they can each be given different or identical orders. For example, if you send 4 military units onboard an enemy ship, you can send 2 of them to cull the crew and 2 to sabotage the vehicle's mobility. If successful, you do 2 crippling wounds to the vehicle's mobility and reduce their crew actions by 2 after 10 rounds have passed.

Keep in mind, how many units you can board an enemy ship with is not only limited by your crew actions and boarding method, but how many military units you must send to the other ship. For simplicities sake, a military unit is 100 levels worth of fighting, combat units that fight together as a solid group to attack the other ship. All those units must be huge-sized or smaller to be able to fit in where they need on the enemy ship. The exception is that a swarm counts as a military unit automatically and ignores size restrictions.

For example, twenty marines would be a military unit, as would ten zealots, or six zealots and two immortals.

Once your boarders have finished their assignments and are still alive, you can assign them new tasks that take another 10 rounds to undertake. If the ship they are boarding is destroyed, the boarders are killed along with it.

If a ship is reduced to 0 crew actions, the ship is seized and overtaken. However, your military units do not get to control the vehicle, as they are too few to handle controlling a massive starship. Getting control of the ship is likely an ongoing endeavor that will involve time and plenty of hired manpower.

Repelling Boarders

If you have military units onboard your ship, you can use them to repel boarders to make sure they are not successful in sabotaging your ship. When your ship is boarded and the boarders have been assigned their tasks, you can spend a crew action to tell a military unit of your own to fight off a boarding unit. You must have a crew action for each military unit you assign on defensive, and you must have enough non-engaged military units to counteract the number of threats you assign to counter.

When you assign a military unit to repel boarders, you decide which activity you are countering. You can also only have a single defensive military unit fighting off a single boarding military unit. For example, if you have two boarding squads attacking your crew and one sabotaging your engines and two units to counter them, you chose which of those threats you will send the units to counter. As an important note, you must send your units to repel the boarders within 3 rounds of them receiving their assignments to successfully counter them.

Fights amongst Military Units

If you are boarding and the enemy is fighting back, there will be a battle between your military units. Because military units are abstractly designed, military units are all meant to be an equal match to one another, despite the actual qualifications of the different troops. This is for gameplay simplicity.

When two military units are fighting, you roll a d20 at the end of the 10 round period where the boarders received their task. Refer to the table below for the victor and the result. The defender gains a +2 to this table when they are repelling boarders who are attacking the crew.

Dice Roll	Result
1-3	Attacker's Complete Victory: The squad repelling the attack was destroyed and the attacker's mission against the ship was successfully carried out.
4-8	Attacker's Partial Victory: The military unit repelling the attackers was wiped out, but the attacker's mission was not performed this time.
9-12	Inconclusive: Neither side was able to wipe out their rival military unit and the unit did not perform any sabotage.
13-20	Defender's Victory: The defenders defeated the attacking unit and prevented them from sabotaging the ship.

Roll on this chart for every battle that took place between boarders and defenders. If any attackers remain, they will receive new orders from their commander.

Abandon Ship

If you have units boarding an enemy ship, instead of giving them a Cull the Crew or Sabotage order, you can tell them to abandon ship via any means necessary. The defender can try to interfere with this action as normal. If the boarders get passed the attackers or are otherwise uninterrupted, they get off the ship successfully via boarding tubes, escape pods, or so on.

Strongholds

Strongholds are massive battle fortresses and space stations. They include defensive bulwarks such as a planetary fortress, large manned artillery batteries, and space stations. Many strongholds, at least those that are at least massive sized, follow the same rules as capital ships, in that they have crew actions, are led by a commander, numerous weapon systems, and take up a large space on space or mass combat. However, strongholds have a several factors that make them different:

- Strongholds cannot move in any meaningful way, at least not in combat. They have no acceleration rating or maximum speed and cannot use crew actions to increase their speed.

- A stronghold's defense score is always 1 but are immune to any effects that would move the structure.

- Strongholds do not have way to board other strongholds and capital ships but can still be boarded. If they have military units stationed aboard, they can repel boarders.

- Strongholds are vulnerable to any effect that targets terrain or structures.

Destroying Buildings

Normally, in a roleplaying game featuring the actions of independent individuals, enemy structures are places to breach and go inside, rather than simply attack until they crumble. However, in the larger scales of battle found in mass combat, you may find you want your capital ship or tank squadrons to simply level a building in an enemy base. For that reason, we produce an assortment of average values for different structures in the RTS so you know how hard they are to destroy.

-Small Structures (Supply Depots, Houses, Defensive Towers): 430 hit points, gargantuan-sized, 30 strength/ fortitude, 4 structure rating, 60 damage threshold, 37 damage resistance

-Small Military Structures (Barracks, Engineering Bay, Spire, Gateway): 1,090 hit points (+500 shields for protoss), colossal-sized, 40 strength/ fortitude, 6 structure rating, 88 damage threshold, 55 damage resistance

-Larger Military Structures (Factory, Starport, Stargate, Lair or Hive): 1,960 hit points (+1,000 shields for protoss), massive-sized, 60 strength/ fortitude, 8 structure rating, 142 damage threshold, 65 damage resistance

-Enormous Structures (Emperor's Palace, Primary Hive, Xel'Naga Temple): 7,000 hit points (+5,000 shields for protoss), gigantic-sized, 100 strength/ fortitude, 12 structure rating, 228 damage threshold, 90 damage resistance

-Space Platform: 33,0800 hit points, titanic-sized, 120 strength/ fortitude, 6 structure rating, 542 damage threshold, 88 damage resistance

Terran Battlecruisers

Battlecruisers are the primary warships of all terran factions. Designed as general-purpose vessels, a single battlecruiser is an army of itself, possesses an army of troops, tactical fighters, dropships, nuclear launch capabilities, point defense, and orbital bombardment capabilities. They are the core of the terran navy, and a single vessel can bring the iron fist of humanity in force to a world. A fleet of battlecruisers can devastate a world just as quickly.

Terran Behemoth-class Battlecruiser

Behemoth Terran Capital Ship, Epic-3 Threat

Hit Point: 11,900

Damage Threshold: 293

Toughness: 287

Strength/ Fortitude: 60

Structure Rating: 12

Damage Resistance: 90

Pilot Requirements: 8

Space: 4 by 4 starship

Reach: NA

Acceleration Rating: 50

Max Speed: 300

Defense: -13 + defensive training (min 1)

Crew Actions: 6

Military Assets: 10 military units, 4 dropships, 8 tactical fighters (usually wraiths), 1 Nuclear Warhead

Ship Systems: Boarding Tubes (1), Hanger Bay (2), Advanced Scanners (1), Tier 3 Impenetrable Hull, Deflection Shield

Available Crew Actions: Activate Thrusters, Boarding Strike (Boarding Tubes), Charge System (Yamato Cannon), Deploy Craft (hanger capacity 2), Emergency Repairs, Evasive Maneuvers, Extra Attacks, Point Defense Batteries, Repel Boarders, Stabilizers

Grand Ordinance Weapons: Tier 3 Yamato Cannon, Nuclear Warhead

Primary Weapons: Tier 3 Bombardment Laser Battery (x6)

Secondary Weapons: NA

Point Defense Weapons: Tier 3 Defensive Autocannons

The behemoth-class battlecruiser was the model used during the Guild War and Great War. It is the classic variation of the battlecruiser and these ships filled the skies to fight off the Zerg invasion of the Koprulu Sector. While a formidable craft, they have largely been replaced by the more advanced minotaur-class cruisers.

Terran Minotaur-class Battlecruiser

Behemoth Terran Capital Ship, Epic-3 Threat

Hit Point: 11,900

Damage Threshold: 293

Toughness: 287

Strength/ Fortitude: 60

Structure Rating: 12

Damage Resistance: 90

Pilot Requirements: 9

Space: 4 by 4 starship

Reach: NA

Acceleration Rating: 50

Max Speed: 300

Defense: -13 + defensive training (min 1)

Crew Actions: 6

Military Assets: 10 military units, 4 medevac dropships, 8 tactical fighters (wraiths, banshees, or vikings), 1 Nuclear Warhead, 6 boarding torpedoes

Ship Systems: Boarding Tubes (1), Boarding Torpedoes (2), Hanger Bay (2), Advanced Scanners (1), Tier 3 Impenetrable Hull, Deflection Shield

Available Crew Actions: Activate Thrusters, Boarding Strike (Boarding Tubes, Boarding Torpedoes), Charge System (Yamato Cannon), Deploy Craft (hanger capacity 2), Emergency Repairs, Evasive Maneuvers, Extra Attacks, Point Defense Batteries, Repel Boarders, Secondary Weapons, Stabilizers

Grand Ordinance Weapons: Tier 3 Yamato Cannon, Nuclear Warhead

Primary Weapons: Tier 3 Bombardment Laser Battery (x6)

Secondary Weapons: Tier 3 Barrage Missile Pods

Point Defense Weapons: Tier 3 Defensive Autocannons, Tier 3 Defensive Missile Fusillade

The minotaur-class battlecruiser is the primary battleship of the terran navy during the Second Great War and continues to be common to this day. The minotaur is an upgrade of the behemoth cruiser, fitted with extra weapons designed specifically to protect the ship from the Zerg. With this in mind, the minotaur possesses extra close range missile batteries for thwarting huge swarms of Zerg flying organism that would harry the ship.



Terran Moirai-class Battlecruiser

Behemoth Terran Capital Ship, Epic-3 Threat

Hit Point: 12,460

Damage Threshold: 294

Toughness: 288

Strength/ Fortitude: 60

Structure Rating: 13

Damage Resistance: 95

Pilot Requirements: 9

Space: 4 by 4 starship

Reach: NA

Acceleration Rating: 75

Max Speed: 450

Defense: -12 + defensive training (min 1)

Crew Actions: 6

Military Assets: 15 military units, 4 medevac dropships, 8 tactical fighters (wraiths, banshees, or vikings), 3 Nuclear Warheads, 6 boarding torpedoes

Ship Systems: Boarding Tubes (1), Boarding Torpedoes (2), Hanger Bay (2), Advanced Scanners (1), Tier 4 Impenetrable Hull, Deflection Shield, Radar Stealth System*

Available Crew Actions: Activate Thrusters, Boarding Strike (Boarding Tubes, Boarding Torpedoes), Charge System (Yamato Cannon), Deploy Craft (hanger capacity 2), Emergency Repairs, Evasive Maneuvers, Extra Attacks, Point Defense Batteries, Repel Boarders, Secondary Weapons, Stabilizers

Grand Ordinance Weapons: Tier 4 Yamato Cannon, Nuclear Warhead

Primary Weapons: Tier 4 Bombardment Laser Battery (x6)

Secondary Weapons: Tier 4 Bombardment Laser Battery (x2)

Point Defense Weapons: Tier 4 Defensive Autocannons, Tier 4 Defensive Missile Fusillade

Radar Stealth System: The Moirai is invisible to long ranged radar and sweeping scans. It takes a DC 40 computers check to be able to spot a Moirai with an orbital scan. This makes the ship nigh impossible tell from a distance, despite its size. Note that this trait does nothing in combat as the Moirai is not actually hidden or cloaked. Firing its bombardment lasers will also give its location away quickly.

The Moirai-class battlecruiser is an upgraded version of the minotaur battlecruiser that is designed as the command ship for special forces operations. The Moirai is not deployed in large fleet movements, but as a single vessel that carries elite soldiers into battle and acts as orbital support for their ground operations. The Moirai drops off troops, supports them from the air, and the retracts them and leaves the system once the mission is complete. If a prolonged operation is required, the Moirai will act as a command center while a military base is established on the surface.



Terran Loki-class Battlecruiser

Behemoth Terran Capital Ship, Epic-3 Threat

Hit Point: 13,050

Damage Threshold: 305

Toughness: 299

Strength/ Fortitude: 75

Structure Rating: 14

Damage Resistance: 102

Pilot Requirements: 10

Space: 4 by 4 starship

Reach: NA

Acceleration Rating: 75

Max Speed: 600

Defense: -12 + defensive training (min 1)

Crew Actions: 7

Military Assets: 10 military units, 4 medevac dropships, 3 Nuclear Warheads, 8 boarding torpedoes

Ship Systems: Boarding Tubes (2), Boarding Torpedoes (2), Hanger Bay (2), Advanced Scanners (2), Tier 4 Impenetrable Hull, Deflection Shield

Available Crew Actions: Activate Thrusters, Boarding Strike (Boarding Tubes, Boarding Torpedoes), Charge System (Yamato Cannon), Deploy Craft (hanger capacity 2), Emergency Repairs, Evasive Maneuvers, Extra Attacks, Point Defense Batteries, Repel Boarders, Secondary Weapons, Stabilizers

Grand Ordinance Weapons: Tier 4 Yamato Cannon, Nuclear Warhead

Primary Weapons: Tier 4 Twin Armageddon Cannons

Secondary Weapons: Tier 4 Bombardment Laser Battery (x2), Tier 4 Bombardment Laser (x2), Tier 4 Bombardment Laser (x2)

Point Defense Weapons: Tier 4 Defensive Autocannons, Tier 4 Flak Turret

The Loki-class battlecruisers are an elite form of battlecruiser designed on Vahalla. These battlecruisers were then used for the planetary defense force of Korhal, where they were known as the Prides of Augustgrad. In addition to being tougher than the average command ship, the Loki-class possessed prototype Armageddon Cannons that could shred an entire legion of Zerg flyers with sprays of thousands of explosive shells per second. Unfortunately, even these venerable vessels could not save Emperor Arcturus from being killed by the Queen of Blades at the end of the Second Great War. Most of these vessels were destroyed over Augustgrad, but some remain in service.



Terran Gorgon-class Battlecruiser

Immense Terran Capital Ship, Epic-4 Threat

Hit Point: 26,800

Damage Threshold: 431

Toughness: 425

Strength/ Fortitude: 100

Structure Rating: 15

Damage Resistance: 115

Pilot Requirements: 10

Space: 8 by 8 starship

Reach: NA

Acceleration Rating: 50

Max Speed: 300

Defense: -17 + defensive training (min 1)

Crew Actions: 8

Military Assets: 30 military units, 12 medevac dropships, 24 tactical fighters (wraiths, banshees, or vikings), 8 Nuclear Warheads, 30 boarding torpedoes

Ship Systems: Boarding Tubes (2), Boarding Torpedoes (4), Hanger Bay (4), Advanced Scanners (3), Tier 4 Impenetrable Hull, Deflection Shield

Available Crew Actions: Activate Thrusters, Boarding Strike (Boarding Tubes, Boarding Torpedoes), Charge System (Yamato Cannon), Deploy Craft (hanger capacity 4), Emergency Repairs, Evasive Maneuvers, Extra Attacks, Point Defense Batteries, Repel Boarders, Secondary Weapons, Stabilizers

Grand Ordinance Weapons: Tier 4 Yamato Cannon, Nuclear Warhead

Primary Weapons: Tier 4 Bombardment Laser Battery (x8), Tier 4 Laser Saturation Bombardment

Secondary Weapons: Tier 4 Bombardment Laser Battery (x4), Tier 4 Bombardment Laser Battery (x4), Tier 4 Barrage Missile Pods

Point Defense Weapons: Tier 4 Gorgon Defensive Laser Batteries, Tier 4 Defensive Missile Fusillade

The Gorgons are the most advanced warships ever designed by humanity and rival the greatest creations of the protoss. These colossal warships are the future of the Dominion military. In addition to being near indestructible, the Gorgon-class battlecruiser has enough bombardment lasers to quickly destroy entire planetary regions under relentless orbital fire. These ships are still quite rare by the time of the End War, the Minotaur-class still making up most of the Dominion fleet. However, the Dominion is still steadily replicating these warships into a fleet of terrifying power.



Terran Capital Ships

The terrans employ many other massive ships besides their battlecruisers, though they are seen quite a bit less in the heavy war zones and are likely to play a smaller part in a StarCraft campaign.

Terran Assault Galleon

Gigantic Terran Capital Ship, Epic-2 Threat

Hit Point: 5,650

Strength/ Fortitude: 50

Pilot Requirements: 6

Acceleration Rating: 50

Crew Actions: 4

Damage Threshold: 176

Structure Rating: 10

Space: 2 by 2 starship

Max Speed: 300

Toughness: 170

Damage Resistance: 65

Reach: NA

Defense: -7 + defensive training (min 1)

Military Assets: 5 military units, 4 dropships, 24 tactical fighters (usually wraiths or vikings)

Ship Systems: Hanger Bay (2), Advanced Scanners (1), Tier 3 War Machine Hull

Available Crew Actions: Activate Thrusters, *Advanced Target Lock, Deploy Craft (hanger capacity 2, see Advanced Launch Platform), Emergency Repairs, Evasive Maneuvers, Point Defense Batteries, Repel Boarders, Stabilizers

Grand Ordinance Weapons: NA

Primary Weapons: Tier 3 Polariton Torpedoes

Secondary Weapons: Tier 3 Barrage Missile Pod

Point Defense Weapons: Tier 3 Flak Turrets

Advanced Target Lock: The assault galleon can make a target lock as a crew action and use this target lock to fire its polariton torpedo battery. Unlike a traditional target lock, the ship maintains its target lock after it fires missiles. Furthermore, it can have a target lock on two targets at once.

Advanced Launch Platform: The assault galleon has an advanced launch platform that allows it to release tactical fighters very quickly. Instead of launching 1 ship as a crew action, it can launch a squadron of 4 ships as a single crew action. This also only uses up a single usage of the hanger bay for that turn.

The assault galleon is a support ship used by fringe factions, particularly mercenaries, pirates, powerful corporations, and the KMC. This large star cruiser possesses a large staff that and a massive hanger bay that can hold huge amounts of cargo, as well as two dozen star fighters. The assault galleon was designed as a militarized cargo vessel that could defend itself but has proved most popular amongst the groups that would target merchant ships. Many of these ships have been pirated and stolen over the years, and are now used against those who would legitimately purchased and use assault galleons.



Terran Cerberus-class Battleship

Behemoth Terran Capital Ship, Epic-3 Threat

Hit Point: 13,360

Damage Threshold: 310

Toughness: 304

Strength/ Fortitude: 80

Structure Rating: 14

Damage Resistance: 85

Pilot Requirements: 10

Space: 4 by 4 starship

Reach: NA

Acceleration Rating: 120

Max Speed: 600

Defense: -10 + defensive training (min 1)

Crew Actions: 6

Military Assets: 10 military units, 4 medevac dropships, 8 tactical fighters (wraiths, banshees, or vikings), Docking Hangers for 2 massive-sized ships, 12 boarding torpedoes

Ship Systems: Boarding Tubes (2), Boarding Torpedoes (2), Charge System (EMP Blast), Hanger Bay (1), Advanced Scanners (1), Tier 4 War Machine Hull, Deflection Shield

Available Crew Actions: Activate Thrusters, Boarding Strike (Boarding Tubes, Boarding Torpedoes), Charge System (Omega EMP Blast), Deploy Craft (hanger capacity 2), Emergency Repairs, Evasive Maneuvers, Extra Attacks, Point Defense Batteries, Repel Boarders, Secondary Weapons, Stabilizers

Grand Ordinance Weapons: Omega EMP Blast

Primary Weapons: Tier 4 Chaos Missile Battery (x4)

Secondary Weapons: Tier 4 Barrage Missile Pods, Tier 4 Bombardment Laser Battery (x2)

Point Defense Weapons: Tier 4 Defensive Missile Fusillade

Omega EMP Blast: The Cerberus has a special grand ordinance weapon, the Omega EMP Blast. This weapon releases a blast of electromagnetic energy that hits all enemies within 3 squares of it at starship scale combat. All ships in the area, besides the Cerberus, suffers 50 EMP damage, +50 EMP damage for every size they are above gargantuan. In addition, colossal-sized or smaller ships in the area shutdown for 1 turn. These ships can perform no actions. All ships that are massive sized or larger have half as many crew actions for 2 turns and suffer a -20 to all attack accuracy and skill checks for that time. As a grand ordinance weapon, the EMP Blast requires a standard action and 4 crew actions to fire. After being fired, it takes 10 crew actions dedicated to recharging the blast before it can be fired again.

The Cerberus Battleship is an advanced warship designed by the Kel-Morian Combine to counter the Dominion's elite battlecruisers. The Cerberus is faster and lighter than a most battlecruisers, but also tougher. It relies on a wide variety of missile batteries for its primary armaments, rather laser weaponry. Expensive to manufacture, the Cerberus is designed as a solo vessel that can oversee colony worlds on its own or explore distant tracks of space to claim worlds for its owners. These battleships have become testaments to the self-defeating Kel-Morian greed, as they have sold these ships to pirate fleets who in turn use them against the Kel-Morians.



Terran Griffin-class Stealth Ship

Gigantic Terran Capital Ship, Epic-2 Threat

Hit Point: 6,850

Strength/ Fortitude: 50

Pilot Requirements: 10

Acceleration Rating: 150

Crew Actions: 4

Military Assets: 5 military units, 4 dropships

Ship Systems: Hanger Bay (1), Advanced Scanners (3), Tier 4 War Machine Hull

Available Crew Actions: Activate Thrusters, Charge System (Bombing Run), Deploy Craft (hanger capacity 1), Emergency Repairs, Evasive Maneuvers, Extra Attacks, Point Defense Batteries, Repel Boarders, Stabilizers

Grand Ordinance Weapons: NA

Primary Weapons: Tier 4 Bombardment Laser Battery (x3)

Secondary Weapons: NA

Point Defense Weapons: Tier 4 Defensive Autocannons

Damage Threshold: 180

Structure Rating: 14

Space: 2 by 2 starship

Max Speed: 600

Toughness: 174

Damage Resistance: 70

Reach: NA

Defense: --5 + defensive training (min 1)

Toggle Transport Modes: As a standard action, the griffin can alternate between a flying mode with the wings spread out, or a travel mode with the wings folded in. Both variations give different benefits. When one is not specified, the griffin is in flight mode.

-Flight Mode: In flight mode, the griffin can utilize its FTL drives and gains +300 maximum speed.

-Travel Mode: In travel mode, the griffin suffers no penalties to crew actions and speed while functioning in atmosphere within mass combat. It can also turn 90 degrees after every square it moves. However, it cannot utilize its FTL drive in this mode.

Bombing Run: The griffin can commence a bombing run on ground targets while it is flying by. The griffin must be going at least 400 squares per round and be within strategic range of the ground to perform this maneuver. This effects an area that is 50 by 200 squares in character scale, or a 1 by 2 area in mass combat. They make a +20 attack against all targets in the area. On a hit, the bombing run deals 50 damage, penetration 10, Hailfire 5. It deals half damage and hailfire on a missed attack. Once this ability is used it requires 20 crew actions to recharge.

Cloaking Device: By spending 2 crew actions, the griffin can be cloaked. As long as 2 crew actions are spent at the beginning of each turn, the griffin remains cloaked.

Radar Stealth System: The griffin is invisible to long ranged radar and sweeping scans. It takes a DC 40 computers check to be able to spot a griffin with an orbital scan. This makes the ship nigh impossible tell from a distance, despite its size. Note that this does not hide the physical presence of the griffin, just its radar signature. If the griffin is also cloaked, however, it immune to detector actions while cloaked as long as it does not attack on its turn.

The griffin-class stealth ship is a recent design of vessel to act as a command ship for special forces operations. The first vessel of this class was given to Nova Terran, who then went AWOL with it after disobeying orders. The ship proved so effective during her campagin against the Defenders of Man, however, that more were created, given to ghost teams, recon units, and elite commando platoons. It possesses speed and flexibility in flight, and some of the most advanced stealth technology known, able to hide its physical presence and be invisible to radar.



Terran Titanic-class Cargo Ship

Behemoth Terran Capital Ship, Epic-2 Threat

Hit Point: 9,200

Damage Threshold: 293

Toughness: 287

Strength/ Fortitude: 70

Structure Rating: 7

Damage Resistance: 89

Pilot Requirements: 8

Space: 4 by 4 starship

Reach: NA

Acceleration Rating: 80

Max Speed: 300

Defense: -14 + defensive training (min 1)

Crew Actions: 6

Military Assets: 5 dropships, Docking Hangers for 2 massive-sized ships

Ship Systems: Hanger Bay (2), Advanced Scanners (1), Tier 2 Impenetrable Hull, Deflection Shield

Available Crew Actions: Activate Thrusters, Deploy Craft (hanger capacity 2), Emergency Repairs, Evasive Maneuvers, Point Defense Batteries, Repel Boarders, Stabilizers

Grand Ordinance Weapons: NA

Primary Weapons: NA

Secondary Weapons: NA

Point Defense Weapons: Tier 2 Defensive Autocannons, Tier 2 Flak Turrets

The Titanic-class ships is a bulk carrier that has many different designs but is generally used for moving massive amounts of personnel or cargo. The most common cargo ship has a mostly empty interior used for mass storage, with enough space to carry a hundred thousand tons of cargo. It is used to move bulk goods to the worlds that need them and is an important part of the trade enterprise. The colony ship variant carries both passengers and equipment, and is designed to be the home for colonists as it moves them to new worlds, and possesses all the minerals and gas they need to start their very own settlements on a new world. The last common variant is the cruise ship, which is designed to be the home for a large number of people who prefer to live in space as they tour the galaxy. These ships are designed to be self-sufficient and spend a long amount of time in space, while giving high quality living quarters to many people. No matter the variant, all Titanic-class ships have multiple point defense weapons to protect their valuable cargo from pirates and Zerg.



Terran Hercules-class Transport

Gigantic Terran Capital Ship, Epic Threat

Hit Point: 6,250

Strength/ Fortitude: 50

Pilot Requirements: 8

Acceleration Rating: 80

Crew Actions: 2

Military Assets: 15 military units

Ship Systems: Advanced Scanners (1), Tier 3 Impenetrable Hull

Available Crew Actions: Activate Thrusters, Deploy Craft (hanger capacity 2), Emergency Repairs, Evasive Maneuvers, Repel Boarders, Stabilizers

Grand Ordinance Weapons: NA

Primary Weapons: NA

Secondary Weapons: NA

Point Defense Weapons: NA

Damage Threshold: 178

Structure Rating: 12

Space: 2 by 2 starship

Max Speed: 600

Toughness: 172

Damage Resistance: 85

Reach: NA

Defense: -8 + defensive training (min 1)

Close Support Ship: The Hercules is designed to operate effectively within the atmosphere of a planet. It suffers no penalties to crew actions and speed while functioning in atmosphere within mass combat. See Aircraft and Elevation Levels under Mass Combat for more details.

Heavy Drop Pods: The Hercules possesses 20 emergency drop pods, so that it's soldiers can drop from the ship to a planet's surface. Each drop pod is large enough to support 30 terran soldiers, or even a number of vehicles. Every large-sized vehicle takes the room of 4 soldiers, every huge-sized vehicle takes the room of 15 soldiers, and every gargantuan-sized vehicle takes the room of 30 soldiers, thus the whole pod. Once released, these drop pods travel at a speed of 200 squares per round until they reach the planet's surface. Once they arrive, the drop pods release their military cargo unharmed.

Extra Stability: When a Hercules is reduced to 0 hit points, apply a -4 penalty to the table that determines what happens to the ship. After determining the result, treat it as Wrecked and Compromised for 10 turns. During this time, the ship can still utilize its heavy drop pods, giving its passengers a chance to get off the ship. It usually takes 5 rounds for the soldiers to load into the drop pods.

The Hercules-class transport is a military transport used to deploy forces to the ground. While fleets of dropships and medevacs do most of the transportation duties for the Dominion, they call in a Hercules when they need to move an entire army through heavy fire and drop them right into the war zone. These ships are incredibly tough, and able to absorb heavy fire and still get their cargo to the surface. Such is the legendary stability of the Hercules, these ships can delay their own destruction long enough for their passengers to get to the escape pods and make it to the surface, thus continuing to fight another day.



Terran Science Vessel

Gigantic Terran Capital Ship, Epic-2 Threat

Hit Point: 4,940

Strength/ Fortitude: 40

Pilot Requirements: 10

Acceleration Rating: 100

Crew Actions: 4

Military Assets: 2 military units, 2 medevacs, 2 ravens

Ship Systems: Hanger Bay (1), Advanced Scanners (3), Tier 2 War Machine Hull

Available Crew Actions: Activate Thrusters, Advanced Nanobot Repair*, Charge System (Irradiated beam, EMP Blast, Defensive Matrix), Deploy Craft (hanger capacity 1), Emergency Repairs, Evasive Maneuvers, Point Defense Batteries, Repel Boarders, Stabilizers

Grand Ordinance Weapons: NA

Primary Weapons: Irradiated Beam*, EMP Blast*

Secondary Weapons: NA

Point Defense Weapons: Tier Defensive Autocannon

Damage Threshold: 164

Structure Rating: 8

Space: 2 by 2 starship

Max Speed: 600

Toughness: 158

Damage Resistance: 55

Reach: NA

Defense: -7 + defensive training (min 1)

Irradiated Beam: As a standard action, the science vessel can fire an irradiated beam at a location within orbital range. When used, the target area is bathed in toxic radiation. This targets a Burst (30) area. Every living creature in the area gains the Melting condition, except the condition gains Hailfire (1). No attack roll is required for this, and it automatically applies against swarms in the area as well. In addition, every living target in the area suffers 40 poison damage. The irradiated area persists for 10 turns, where any living creature that ends their turn in the area suffers 40 poison damage. This beam requires 4 crew actions to recharge before it can be used again.

EMP Blast: As a standard action, the science vessel can fire a missile that explodes in a massive burst, draining all electricity from an area. This targets a Massive Burst (1) area at up to orbital range. It makes a +30 attack against defense for every target in the area. On a hit, it deals 200 EMP damage, or half that much damage on a missed attack. The damage from this attack deals full damage to every member of a squadron and is not split, and it gains Hailfire (+1) against swarms. This blast requires 4 crew actions to recharge before it can be used again.

Defensive Matrix: As a crew action, the science vessel can deploy a Defensive Matrix around an ally within 4 starship squares. That target gains an energy shield with a shield pool of 1,000 and 50 shield armor. This shield lasts until the shield is used up or 3 turns have past. After being used, it takes 12 crew actions to recharge the defensive matrix so it can be used again.

Advanced Nanobot Repair: The science vessel can spend a crew action to repair a ship within 2 starship squares of it. This beam heals hit points equal to 8x the commander's ranks in science. When healing a squadron, split the healing between every ship in the squadron. The science vessel can spend multiple crew actions every turn using this healing, and can heal either the same target or different targets every time.

Surveillance System: The science vessel automatically detects all sneak and cloaked targets with 10 starship squares of the vehicle. If a perception check is required to spot an enemy, the science vessel gains +30 to perception checks to detect enemies.

The science vessel is designed for exploration and deep space research. While their intention is to be a mobile scientific outpost, these vessels are commonly part of the navy and are used as battlefield support, listening posts, and research labs for unethical, covert, experiments. In battle, science vessels are used for their incredible support systems. While an irradiated beam can essentially disintegrate a large number of Zerg, an EMP blast can likewise render a fleet of Protoss interceptors harmless. Their defensive matrix can save an allied ship for certain death, while their nanobot repair makes them as invaluable support to keep battlecruisers in fighting shape. These ships are crewed by scientists and synthetics who perform most of their functions, but they are usually commanded by specialist military scientists who have ultimate allegiance to the military, not any scientific purpose.

Terran Strongholds

Battles for dominance do not always just include capital ships, but also include large terran strongholds. These vary from battle fortress, stationary weapons, to space stations.

Drakken Pulse Cannon

Massive Terran Stronghold, Epic Threat

Hit Point: 2,240

Damage Threshold: 128

Toughness: 122

Strength/ Fortitude: 40

Structure Rating: 8

Damage Resistance: 55

Pilot Requirements: NA

Space: 1 starship

Reach: NA

Defense: 1

Crew Actions: 4

Military Assets: 2 military units

Ship Systems: Advanced Scanners (2), Tier 2 War Machine Hull

Available Crew Actions: Charge System (orbital pulse cannon), Emergency Repairs, Repel Boarders, Turn Cannon*

Grand Ordinance Weapons: Tier 2 Orbital Pulse Cannon

Primary Weapons: NA

Secondary Weapons: NA

Point Defense Weapons: NA

Turn Cannon: The drakken pulse cannon must pay attention to its facing. It can only fire at targets within a 45-degree arc of its current facing. It can spend a crew action to turn the cannon 45 degrees.

Stronghold: The pulse cannon is a massive stationary gun emplacement crewed by hundreds of workers. It cannot move, be moved, and does not have a pilot requirement. Crippling wounds to mobility are rerolled. The only actions the pulse cannon can perform is a standard action and 4 crew actions.

Drakken Laser Drill

Massive Terran Stronghold, Epic Threat

Hit Point: 1,915

Damage Threshold: 121

Toughness: 115

Strength/ Fortitude: 35

Structure Rating: 6

Damage Resistance: 45

Pilot Requirements: NA

Space: 1 starship

Reach: NA

Defense: 1

Crew Actions: 4

Military Assets: None

Ship Systems: Advanced Scanners (1), Tier 2 Heavy Plated Hull

Available Crew Actions: Emergency Repairs, Turn Cannon*

Grand Ordinance Weapons: NA

Primary Weapons: Tier 2 Industrial Laser Drill

Secondary Weapons: NA

Point Defense Weapons: NA

Turn Cannon: The drakken laser drill must pay attention to its facing. It can only fire at targets within a 45-degree arc of its current facing. It can spend a crew action to turn the drill 45 degrees.

Stronghold: The laser drill is a massive stationary gun emplacement crewed by hundreds of workers. It cannot move, be moved, and does not have a pilot requirement. Crippling wounds to mobility are rerolled. The only actions the laser drill can perform is a standard action and 4 crew actions.

Drakken produces some of the most effective energy weapon platforms in the sector. These weapons produce beams and blasts of energy that can cause catastrophic damage. Pulse cannons are used as anti-capital ship weaponry, to protect core Dominion worlds and installations. The laser drill, on the other hand, is an industrial tool used for mining and excavation. However, when utilized correctly, the laser drill can easily destroy star ships and fortifications.

Terran Command Center

Massive Terran Stronghold, No Direct Threat

Hit Point: 2,460

Strength/ Fortitude: 60

Pilot Requirements: NA

Defense: 1

Military Assets: 5 military units

Ship Systems: Advanced Scanners (1), Tier 2 War Machine Hull

Available Crew Actions: Emergency Repairs, Repel Boarders

Grand Ordinance Weapons: NA

Primary Weapons: NA

Secondary Weapons: NA

Point Defense Weapons: NA

Damage Threshold: 148

Structure Rating: 8

Space: 1 starship

Crew Actions: 4

Toughness: 142

Damage Resistance: 65

Reach: NA

Lift Off: The command center can enact liftoff procedures to take off from the ground. Doing so requires 10 rounds as the command center starts its thrusters to get enough lift to take off. Liftoff procedures are done from the command deck, and the command center, upon flight, is piloted from the command deck. After 10 rounds have passed from the liftoff procedure's initiation, the station will seal tight and become environmentally shielded with its own life support, artificial gravity, and air supply. At the same time, it will move 10 squares off the ground.

Once lifted off, the command center can be flown like a gigantic sized flying ship, with an acceleration rating of 10 and a maximum speed of 200. While in flight, it can perform atmospheric reentry and function in space, but it does not have warp jump capability. If it begins its turn with the ground within 10 squares of the bottom of the command center, it can begin landing procedures. This takes 5 full-rounds. After those rounds, the command center opens again and is clamped down into the ground.

Command Deck: The commander of the stronghold can spend a standard action to perform a tactics combat augmentation that benefits one ally within strategic range. The ally can be anything from a single person to a platoon or capital ship. Chose from the following combat augmentations below. This combat augmentation lasts for rounds equal to intelligence. You can have up to 3 of these special combat augmentations active at a time, but only one per ally.

Combat Augmentation	DC 15	Every +5 result (max of DC 25)
Bunker Down	Target swarm, platoon, or capital ship gains +5 damage resistance	+2 additional damage resistance
Command Guidance	Target ally gains +2 to their combat augmentation checks	+2 additional bonus to combat augmentations
Flight Pattern	Target flyer gains +2 to pilot checks against point defense weapons	+2 additional bonus to pilot versus point defense
Tighten Defense	Target capital ship or stronghold increase the DC of their point defense weapons by 2	+2 addition DC of point defense weapons.

Stronghold: The command center is a massive stationary stronghold crewed by hundreds of workers. It cannot move, be moved, and does not have a pilot requirement. The command center reduces all crippling wound points suffered by 4, including the bonus from the armor.

The command center is not a battle station, but a command hub where a terran commander monitors their base of operations. From the command center, the magistrate or commander issues orders to their soldiers and workers. SCVs bring raw materials back to the command center, where it is processed and turned into usable resources which are used to produce structures and military units. When a terran colony is under attack, the local magistrate often supplies tactical support to the battlefield from the command center, which has advanced navigational data and holographic display giving insight on the battlefield.

Variant Command Center: Orbital Command

The orbital command is a variant of the command center with long ranged communication equipment and connection to orbital assets. A command center can be upgraded to an orbital command, as long as it has not been upgraded to a planetary fortress. It gains the following abilities over the normal command center:

-Scanner Sweep: The orbital command has the Advanced Scanners (4) trait.

-Targeted Scan: The orbital command can mark a target with a targeted scan as a standard action. A targeted scan can only be used against massive or larger targets and the command can only have one target marked at a time. Any ship can gain a target lock against the scan target as a minor action. Ordinance attacks used against the target gain +20 penetration, and pilots gain +2 pilot checks to avoid the point defense of the target.

-Call Orbital Troops: Orbital command always link up with an orbital outpost, battlecruiser, or space station that is filled with troops and supplies ready for emergency notice. Assume an orbital command always has 5 swarms of marines and 30 MULE robots in reserve. By spending a crew action, their orbital assets launch enough drop pods to deliver 1 swarm of marines or 5 mules to the designated location. This location can be anywhere the commander has visual data that is within 100 miles.

-Orbital Supply Drop: Orbital command can also drop in emergency supplies as needed. The form of these supplies varies, but usually take the form of minerals, gas, food, weapons, and ammunition. Generally, a supply drop contains about 50,000 credits worth of supplies. These supplies come from emergency reserves and secondary supply sources, so must be requisitioned carefully. Generally, an orbital command has 3 supply drops available at first and regains a spend supply drop every 3 days.

Variant Command Center: Planetary Fortress

The planetary fortress is a command center designed as a defensive bulwark against intrusion, a fighting fortress that holds the ground it claims. It is used to hold ground in military bases that are frequently attacked. A command center can be upgraded to a planetary fortress if it has not been upgraded to an orbital command. It gains the following abilities over a normal command center.

-Battle Fortress: A planetary fortress gains +20 damage resistance and +1,000 maximum hit points. However, this extra weight and armor means the fortress cannot lift off and fly.

-Twin Ibiks Cannon: The planetary fortress gains the following weapon profile as a primary weapon.

Twin Ibiks Cannon

Vehicle Ranged Weapon

Damage: 200

Accuracy: +10

RoF: Slow

Range: Strategic

Shots: Effectively Unlimited

Power Rating: +20

Special Traits: Penetration (10), Burst (50), Twin-linked, Heavy Shell, Delay, Overwhelming Firepower, Macro

-Higher Threat: The planetary fortress is an Epic-2 threat.

Protoss Capital Ships

The protoss have dominated the stars before the terrans developed the working engine. They possess capital ships that are advanced works of art as much as testaments of their power.

Protoss Ark Shuttle

Gigantic Protoss Capital Ship, Epic Threat

Hit Point: 4,995

Strength/ Fortitude: 45

Pilot Requirements: 8

Acceleration Rating: 75

Crew Actions: 4

Military Assets: 4 military units, 4 shuttles, 2 warp prisms

Ship Systems: Teleportation Platform (1), Hanger Bay (1), Advanced Scanners (1), Tier 2 War Machine Hull

Available Crew Actions: Activate Thrusters (see advanced thrusters), Boarding Strike (teleportation platforms), Deploy Craft (hanger capacity 1), Emergency Repairs, Evasive Maneuvers, Point Defense Batteries, Recharge Shields (see Advanced Shield Recharge), Repel Boarders, Stabilizers

Grand Ordinance Weapons: NA

Primary Weapons: NA

Secondary Weapons: NA

Point Defense Weapons: Tier 2 Defensive Plasma Cannon Battery

Damage Threshold: 169

Structure Rating: 8

Space: 2 by 2 starship

Max Speed: 250

Energy Shield: 2,000 (20 shield armor)

Toughness: 163

Damage Resistance: 60

Reach: NA

Defense: -7 + defensive training (min 1)

Advanced Shield Recharge: The ark shuttle can recharge its shields faster than other capital ships. When it spends a crew action to recharge shields, it adds 50 to the number of shields recharged. In addition, the ark shuttle can recharge its shields even if they are depleted in an encounter.

Advanced Thrusters: When the ark shuttle uses the Activate Thrusters crew action, they can move 2 additional squares instead of 1 per crew action spent on the action. However, it cannot turn in a round it spends crew actions on thrusters.

Ark Shuttles are large protoss transports used to convey large numbers of civilians and soldiers. They are frequently used to transport personnel to inhabit new worlds and build new colonies. They carry valuable cargo but are lightly armed, so they usually have heavy escorts to protect the personnel.



Protoss Carrier

Behemoth Protoss Capital Ship, Epic-3 Threat

Hit Point: 11,750	Damage Threshold: 283	Toughness: 277
Strength/ Fortitude: 50	Structure Rating: 12	Damage Resistance: 65
Pilot Requirements: 8	Space: 4 by 4 starship	Reach: NA
Acceleration Rating: 80	Max Speed: 600	Defense: -11 + defensive training (min 1)
Crew Actions: 6	Energy Shield: 5,000 (20 shield armor)	

Military Assets: 10 military units, 8 squadrons of 8 interceptors, 10 warp prisms, 20 scouts, 5 observers
Ship Systems: Teleportation Platform (2), Hanger Bay (4), Advanced Scanners (1), Tier 3 War Machine Hull
Available Crew Actions: Activate Thrusters, Boarding Strike (teleportation platforms), Charge System (purification, interceptor replacement), Deploy Craft (hanger capacity 4, see Graviton Catapult), Emergency Repairs, Evasive Maneuvers, Recharge Shields, Repel Boarders, Stabilizers
Grand Ordinance Weapons: Purification (see below)
Primary Weapons: NA
Secondary Weapons: NA
Point Defense Weapons: Interception Countermeasures (see below)

Graviton Catapult: The carrier is designed to launch its interceptors incredibly quickly, filling the sky with robotic drones in no time. Instead of launching 1 ship as a crew action, it can launch a full squadron of 8 interceptors as a single crew action. This also only uses up a single usage of the hanger bay for that turn.

Interception Countermeasures: As a free action on their turn, the protoss carrier can declare one or more interceptor squadrons within 1 square of them to activate interception countermeasures. When this happens, the interceptors squadron disperses and begins protecting the carrier. They can no longer be attacked or targeted, and instead count as a point defense weapon for the carrier with a DC of 5x number of interceptors in the squadron (usually 40 for 8 interceptors). They use their twin-plasma cannon as their point defense weapon, with Hailfire (3) instead of normal hailfire. At the start of any turn, the carrier can order any interceptors to reform their squadrons anywhere within 1 square of the carrier again and act on their own initiative. The carrier can have any number of interceptor squadrons active in this mode.

Purification: The carrier can charge a purification blast weapon, designed for sanitizing worlds. This is a weapon system that requires 20 charge system actions to fire. Once it begins charging, it must be fired within 30 rounds or all charge wears off. Once the weapon is charged, it can fire a single, superheated beam of thermal energy towards the target. This is usually used on planets, where it will devastate a region approximately 5 kilometers in diameter. It can also be used against other capital ships, but it is not intended for that purpose and thus not very accurate. Roll a d20 when attacking another capital ship with purification. On a 18-20, the beam hits the target. Gives +1 to the check if the target is behemoth, +3 if the target is immense, or +5 if the target is titanic. If the beam hits the target, the enemy ship suffers a hit of 4,000 damage, ignoring damage resistance. The purification system can be used at orbital range and counts as a Grand Ordinance weapon for activation.

Interceptor Replacement: When one of the carrier's interceptor squadrons is destroyed, it can begin to replace it with another squadron. Doing so is a charge system action that requires 8 crew actions to be invested into it. Once the 8 actions are finished, the carrier has a new squad of interceptors that it can then deploy.

Linked Drones: The carrier is linked to its squadrons of interceptors. When it is destroyed, all the interceptors' self-destruct. The carrier's interceptors are part of the carrier and their threat level and are not rewarded separately for experience.

The massive carrier is the flagship of the protoss fleet. These massive warships carry very few weapons for their size, but instead are the command ships where they send out swarms of robotic interceptors to wage war against the enemy. These robotic interceptors are highly effective and work together with an efficiency only a machine can manage. In addition, the carrier has production systems that allows them to quickly replace lost interceptors, giving them an ongoing offense. These ships are lead by senior military personnel amongst the protoss fleets, and possess the ability to purify worlds with an orbital blast beam.

Protoss Carrier Interceptor

Level 30 Huge-sized Construct (Non-heroic Robot), High Threat

Skill Purchases: 26

Talent Purchases: 22

Ability Score Purchases: 23

Hit Points: 410

Healing Threshold: NA

Damage Threshold: 45

Defense: 33

Toughness: 43

Resolve: NA

Acceleration: 100

Max Speed: 1,000

Morale Bonus: NA

Space: 3 by 3 squares

Reach: 0

Initiative: +12

Damage Resistance: 34

Psionic Resistance: NA

Shield Pool: 300

-**Twin Plasma Cannon** 1d20+18 accuracy, 75 damage, +4 strikes maximum, distant range; *Special Traits*: Penetration 60, Twin-linked, Energy Damage

Skills: Defensive Training 15, Durability 11, Perception 12, Pilot 15, Ranged 15, Tactics 12

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

Talents: Awesome Abilities (intelligence), Close Combat Shot, Combat Reflexes, Defensive Fighting III, Devastating Cripple (ranged II), Dog Fighter, Far Shot, Penetration V, Resistant V, Weapon Mastery (ranged III)

Creature Abilities: Agile Interceptor*, Automated Repair, Energy Shields, Focus Fire, Plasma Overcharge*

Strength: 10

Instinct: 9

Agility: 9

Fortitude: 10

Intelligence: 2

Willpower: NA

Gear: Tier 3 Twin Plasma Cannon, Tier 3 Reinforced Hull

Special Ability (Plasma Overcharge): The interceptor's attacks ignore the shield armor of enemy ships.

Special Ability (Flight): The interceptor is capable of full flight and can remain flying indefinitely. It moves like a vehicle rather than a standard character, with an acceleration rating and max speed.

Special Ability (Agile Interceptor): Interceptors can move at combat speed at up to four times their acceleration rating.

Special Ability (Energy Shield): This construct has a protective energy shield, with a shield pool of 300. These energy shields automatically recover while outside combat, at a rate of 60 shield points per minute.

Special Ability (Remote Drone): The interceptors are machines linked and control by the carrier that releases them. They cannot pass more than 20 starship squares or 10 kilometers from the carrier. If they do, they self-destruct after 5 rounds. If the carrier they are slaved to is destroyed, they will self-destruct instantly.



Protoss Super Carrier

Behemoth Protoss Capital Ship, Epic-3 Threat

Hit Point: 13,360	Damage Threshold: 310	Toughness: 304
Strength/ Fortitude: 80	Structure Rating: 14	Damage Resistance: 85
Pilot Requirements: 10	Space: 4 by 4 starship	Reach: NA
Acceleration Rating: 80	Max Speed: 600	Defense: -10 + defensive training (min 1)
Crew Actions: 7	Energy Shield: 8,000 (20 shield armor)	

Military Assets: 10 military units, 8 squadrons of 8 interceptors, 10 warp prisms, 20 scouts, 5 observers

Ship Systems: Teleportation Platform (4), Hanger Bay (4), Advanced Scanners (3), Tier 4 War Machine Hull

Available Crew Actions: Activate Thrusters, Boarding Strike (teleportation platforms), Charge System (purification, interceptor replacement), Deploy Craft (hanger capacity 4, see Graviton Catapult), Emergency Repairs, Evasive Maneuvers, Point Defense Batteries, Recharge Shields, Repel Boarders, Stabilizers

Grand Ordinance Weapons: Targeted Purification (see below)

Primary Weapons: NA

Secondary Weapons: NA

Point Defense Weapons: Interception Countermeasures (see below), Tier 4 Defensive Plasma Cannon Battery

Graviton Catapult: The carrier is designed to launch its interceptors incredibly quickly, filling the sky with robotic drones in no time. Instead of launching 1 ship as a crew action, it can launch a full squadron of 8 interceptors as a single crew action. This also only uses up a single usage of the hanger bay for that turn.

Interception Countermeasures: As a free action on their turn, the protoss carrier can declare one or more interceptor squadrons within 1 square of them to activate interception countermeasures. When this happens, the interceptors squadron disperses and begins protecting the carrier. They can no longer be attacked or targeted, and instead count as a point defense weapon for the carrier with a DC of 5x number of interceptors in the squadron (usually 40 for 8 interceptors). They use their twin-plasma cannon as their point defense weapon, with Hailfire (3) instead of normal hailfire. At the start of any turn, the carrier can order any interceptors to reform their squadrons anywhere within 1 square of the carrier again and act on their own initiative. The carrier can have any number of interceptor squadrons active in this mode.

Targeted Purification: The carrier can charge a purification blast weapon, designed for sanitizing worlds. This is a weapon system that requires 10 charge system actions to fire. Once it begins charging, it must be fired within 30 rounds or all charge wears off. Once the weapon is charged, it can fire a single, superheated beam of thermal energy towards the target. This is usually used on planets, where it will devastate a region approximately 5 kilometers in diameter. It can also be used against other capital ships. Roll a d20 when attacking another capital ship with purification. On a 12-20, the beam hits the target. Gives +1 to the check if the target is behemoth, +3 if the target is immense, or +5 if the target is titanic. If the beam hits the target, the enemy ship suffers a hit of 4,000 damage, ignoring damage resistance. The purification system can be used at orbital range and counts as a Grand Ordinance weapon for activation.

Interceptor Replacement: When one of the carrier's interceptor squadrons is destroyed, it can begin a to replace it with another squadron. Doing so is a charge system action that requires 8 crew actions to be invested into it. Once the 8 actions are finished, the carrier has a new squad of interceptors that it can then deploy.

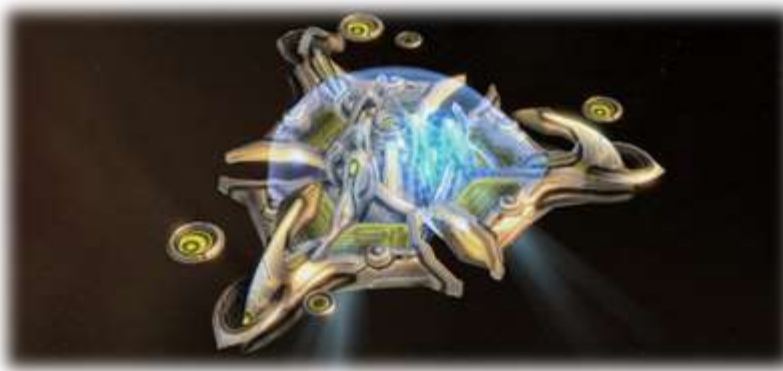
Linked Drones: The carrier is linked to its squadrons of interceptors. When it is destroyed, all the interceptors' self-destruct. The carrier's interceptors are part of the carrier and their threat level and are not rewarded separately for experience.

Fleets of carriers are often lead by a super carrier that is piloted by a protoss figure of legendary proportions. These carriers are larger, tougher, and more advanced. Most specifically, these carriers possess independent weaponry. In addition to plasma defenses, the super carrier's purification beam has been streamlined and is designed for use it ship to ship combat, as it charges more quickly and has more sophisticated aiming parameters. Tassadar's flagship, the Ganthior, is an example of a super carrier.



~Super Carrier (top)

~Motherships (bottom)



Protoss Mothership

Immense Protoss Capital Ship, Epic-4 Threat

Hit Point: 25,360	Damage Threshold: 410	Toughness: 404
Strength/ Fortitude: 80	Structure Rating: 14	Damage Resistance: 85
Pilot Requirements: 12	Space: 8 by 8 starship	Reach: NA
Acceleration Rating: 50	Max Speed: 300	Defense: -15 + defensive training (min 1)
Crew Actions: 8	Energy Shield: 10,000 (20 shield armor)	

Military Assets: 50 military units, 100 colossal or smaller aircraft

Ship Systems: Teleportation Platform (4), Hanger Bay (4), Advanced Scanners (4), Tier 4 War Machine Hull

Available Crew Actions: Activate Thrusters, Boarding Strike (teleportation platforms, see teleporter assault), Charge System (purification, cloaking field, recharge energy), Deploy Craft (hanger capacity 4), Emergency Repairs, Evasive Maneuvers, Point Defense Batteries, Recharge Shields, Repel Boarders, Secondary Weapons, Stabilizers

Grand Ordinance Weapons: Purification

Primary Weapons: Tier 4 Purifier Beam (x6)

Secondary Weapons: Tier 4 EMP Pulse Cannon, Tier 4 EMP Pulse Cannons, Psionic Powers (special)

Point Defense Weapons: Tier 4 Mothership Defensive Turrets, Tier 4 Mothership Defensive Turrets

Purification: The carrier can charge a purification blast weapon, designed for sanitizing worlds. This is a weapon system that requires 20 charge system actions to fire. Once it begins charging, it must be fired within 30 rounds or all charge wears off. Once the weapon is charged, it can fire a single, superheated beam of thermal energy towards the target. This is usually used on planets, where it will devastate a region approximately 5 kilometers in diameter. It can also be used against other capital ships, but it is not intended for that purpose and thus not very accurate. Roll a d20 when attacking another capital ship with purification. On a 18-20, the beam hits the target. Gives +1 to the check if the target is behemoth, +3 if the target is immense, or +5 if the target is titanic. If the beam hits the target, the enemy ship suffers a hit of 4,000 damage, ignoring damage resistance. The purification system can be used at orbital range and counts as a Grand Ordinance weapon for activation.

Teleporter Assault: The mothership is designed to move huge numbers of forces into battle very quickly, to spearhead an invasion. Their teleportation platforms can be used at orbital range.

Psionic Powers: The psionic core of the mothership can be used to unleash psionic powers of utterly devastating effect on the battlefield. For the effect of powers, the mothership has a Psi Level of 15 and all of its powers gain orbital range. It has 50 total energy that it can use for its powers and can regain 5 energy by spending a crew action. The mothership does not need to make manifestation checks. Any psionic power can be activated as a crew action in the same form as a secondary weapon.

The mothership can manifest the following psionic powers, with the additional modifiers listed:

- Blink:** Can be used to move up to 6 squares in starship scale
- Guardian Shield:** Power effects all targets within 3 squares of the mothership, lasts 1 round
- Psionic Storm:** Power effects a Massive Burst (1) area
- Recall:** Area of targets teleported is a Massive Burst (2)
- Time Rift:** Lasts for 5 rounds, not sustained, and effects a Massive Burst (2) area.
- Vortex:** Power requires 4 crew actions to manifest.

Cloaking Field: The mothership can spend a crew action on its turn to cloak all allies within strategic range of the mothership. As long as they maintain using the crew action every round, the cloaking field does not break. If they do not use a crew action, the cloaking field breaks at the end of their turn.

The motherships are powerful flagships created by the ancient protoss empire. These ships are powered by a massive core of Khaydarin crystals that allows it to manifest power abilities that distort temporal space. Motherships are highly advanced technical marvels, that can operate with a comparatively small crew and possesses teleportation systems that allows crew to quickly move from one part of the ship to another. These ships can single handedly take on armadas and huge numbers of tactical fighters that would seek to take them down.

Protoss Nerazim Transport

Gigantic Protoss Capital Ship, Epic Threat

Hit Point: 4,896

Strength/ Fortitude: 36

Pilot Requirements: 8

Acceleration Rating: 150

Crew Actions: 4

Military Assets: 4 military units, 4 warp prisms

Ship Systems: Teleportation Platform (1), Hanger Bay (1), Advanced Scanners (1), Tier 2 War Machine Hull

Available Crew Actions: Activate Thrusters, Boarding Strike (teleportation platforms), Deploy Craft (hanger capacity 1), Emergency Repairs, Evasive Maneuvers, Point Defense Batteries, Stabilizers, Recharge Shields, Repel Boarders

Grand Ordinance Weapons: NA

Primary Weapons: Tier 2 Rapid Particle Blaster

Secondary Weapons: NA

Point Defense Weapons: Tier 2 Defensive Plasma Cannon Battery

Damage Threshold: 160

Structure Rating: 8

Space: 2 by 2 starship

Max Speed: 800

Energy Shield: 2,000 (20 shield armor)

Toughness: 154

Damage Resistance: 46

Reach: NA

Defense: -3 + defensive training (min 1)

Nimble Cruiser: After every square of movement the nerazim transport makes, it can make a 90 degree turn without costing a square of movement. In addition, the vehicle's maneuverability reduces the defense penalty by 10 and the vessel gains +2 to their defense for each crew action spent on evasive maneuvers.

The nerazim transports are sleek, nimble vessels used to ferry the population of Shakuras. These vessels are sleek and maneuverable but have enough gravitational assistance that the passengers do not feel the heaving of the vessel. These ships are not only used for planetary transportation, but also as mobile homes for nomadic protoss explorers and scientists.



Protoss Nerazim Void Ray

Gigantic Protoss Capital Ship, Epic-2 Threat

Hit Point: 5,520

Strength/ Fortitude: 40

Pilot Requirements: 8

Acceleration Rating: 100

Crew Actions: 4

Military Assets: 2 military units

Ship Systems: Teleportation Platform (1), Advanced Scanners (1), Tier 3 War Machine Hull

Available Crew Actions: Activate Thrusters, Boarding Strike (teleportation platforms), Charge System (prismatic beam), Emergency Repairs, Evasive Maneuvers, Recharge Shields, Repel Boarders, Stabilizers

Grand Ordinance Weapons: NA

Primary Weapons: Prismatic Beam

Secondary Weapons: NA

Point Defense Weapons: NA

Damage Threshold: 166

Structure Rating: 10

Space: 2 by 2 starship

Max Speed: 800

Energy Shield: 2,000 (10 shield armor)

Toughness: 160

Damage Resistance: 65

Reach: NA

Defense: -6 + defensive training (min 1)

Close Support Ship: The Void Ray is designed to operate effectively within the atmosphere of a planet. It suffers no penalties to crew actions and speed while functioning in atmosphere within mass combat. See Aircraft and Elevation Levels under Mass Combat for more details.

Charging Prismatic Beam: While the void ray is firing its prismatic beam, they can use crew actions to supercharge the beam. By spending 2 crew actions in the turn before attacking with the beam, it becomes half charged. When half charged, the beam gains +60 damage and +40 penetration. By spending 4 crew actions before attacking, it becomes fully charged. When fully charged, it gains +120 damage and +80 penetration.

The void ray is one of the greatest creations of the reunification of the Aiur and Nerazim protoss. These small capital ships have an elaborate crystal array that allows a powerful Nerazim to focus void energies through the ship into the array. This ray possesses incredible destructive energy, capable of doing massive damage to a single target. These ships have become very popular and widespread throughout the fleets of the protoss, and have become excepted as the designated Nerazim capital ships. Their nimble design allows them to operate in atmosphere quite easily, and they are known to do so to strike at enemy cities and engage in aerial combat.



Protoss Tal'darim Destroyer

Gigantic Protoss Capital Ship, Epic-2 Threat

Hit Point: 5,520

Strength/ Fortitude: 40

Pilot Requirements: 8

Acceleration Rating: 100

Crew Actions: 4

Military Assets: 2 military units

Ship Systems: Teleportation Platform (1), Advanced Scanners (1), Tier 3 War Machine Hull

Available Crew Actions: Activate Thrusters, Boarding Strike (teleportation platforms), Charge System (destruction beam), Emergency Repairs, Evasive Maneuvers, Recharge Shields, Repel Boarders, Stabilizers

Grand Ordinance Weapons: NA

Primary Weapons: Destruction Beam

Secondary Weapons: NA

Point Defense Weapons: NA

Damage Threshold: 166

Structure Rating: 10

Space: 2 by 2 starship

Max Speed: 800

Energy Shield: 2,000 (10 shield armor)

Toughness: 160

Damage Resistance: 65

Reach: NA

Defense: -6 + defensive training (min 1)

Close Support Ship: The Destroyer is designed to operate effectively within the atmosphere of a planet. It suffers no penalties to crew actions and speed while functioning in atmosphere within mass combat. See Aircraft and Elevation Levels under Mass Combat for more details.

Charging Destruction Beam: While the destroyer is firing its destruction beam, they can use crew actions to supercharge the beam. By spending 2 crew actions in the turn before attacking with the beam, it becomes half charged. When half charged, the beam gains jumps to a second target after hitting the primary target. The second target must be within remote range of the primary target. If it hits the second target, it then jumps to a third target.

By the destroyer spending 4 crew actions before attacking, the weapons become fully charged. When fully charged, it can jump to up to 6 different targets.

If the weapon hits a squadron or a swarm while half charged, instead of jumping, it gains Hailfire (+2). If the weapon hits a squadron or swarm while fully charged, instead of jumping, it gains Hailfire (+5). If it hits a squadron or swarm as part of a jump between targets, reduce the hailfire by number of jumps it has already made as part of the attack.

Like most of their starship designs, the tal'darim stole the void ray and repurposed it for their own uses. They created the destroyer; a ship designed for mass devastation. Replacing the primistic crystal of the void ray with an unstable bloodshard crystal of vast size, the destroyer's beam attack bounces from target to target, instead of focusing all its power on a single foe. This allows the destroyer to easily counter large groups of enemies, destroying squadrons so that they cannot threaten more valuable ships in the Tal'darim death fleet.



Protoss Tal'darim Mothership

Immense Protoss Capital Ship, Epic-4 Threat

Hit Point: 25,360	Damage Threshold: 410	Toughness: 404
Strength/ Fortitude: 80	Structure Rating: 14	Damage Resistance: 85
Pilot Requirements: 12	Space: 8 by 8 starship	Reach: NA
Acceleration Rating: 50	Max Speed: 300	Defense: -5 + defensive training (min 1)
Crew Actions: 8	Energy Shield: 10,000 (20 shield armor)	

Military Assets: 50 military units, 4 squadrons of 8 interceptors, 100 colossal or smaller aircraft

Ship Systems: Teleportation Platform (4), Hanger Bay (4), Advanced Scanners (4), Tier 4 War Machine Hull

Available Crew Actions: Activate Thrusters, Boarding Strike (teleportation platforms, see teleporter assault), Charge System (purification, cloaking field, recharge energy), Deploy Craft (hanger capacity 4, see Graviton Catapult), Emergency Repairs, Evasive Maneuvers, Point Defense Batteries, Recharge Shields, Repel Boarders, Secondary Weapons, Stabilizers

Grand Ordinance Weapons: Purification

Primary Weapons: Tier 4 Terminator Beam (x6)

Secondary Weapons: Tier 4 Thermal Lance, Tier 4 Thermal Lance, Psionic Powers (special)

Point Defense Weapons: Tier 4 Mothership Defensive Turrets, Tier 4 Mothership Defensive Turrets

Purification: The mothership can charge a purification blast weapon, designed for sanitizing worlds. This is a weapon system that requires 20 charge system actions to fire. Once it begins charging, it must be fired within 30 rounds or all charge wears off. Once the weapon is charged, it can fire a single, superheated beam of thermal energy towards the target. This is usually used on planets, where it will devastate a region approximately 5 kilometers in diameter. It can also be used against other capital ships, but it is not intended for that purpose and thus not very accurate. Roll a d20 when attacking another capital ship with purification. On a 18-20, the beam hits the target. Gives +1 to the check if the target is behemoth, +3 if the target is immense, or +5 if the target is titanic. If the beam hits the target, the enemy ship suffers a hit of 4,000 damage, ignoring damage resistance. The purification system can be used at orbital range and counts as a Grand Ordinance weapon for activation.

Teleporter Assault: The mothership is designed to move huge numbers of forces into battle very quickly, to spearhead an invasion. Their teleportation platforms can be used at orbital range.

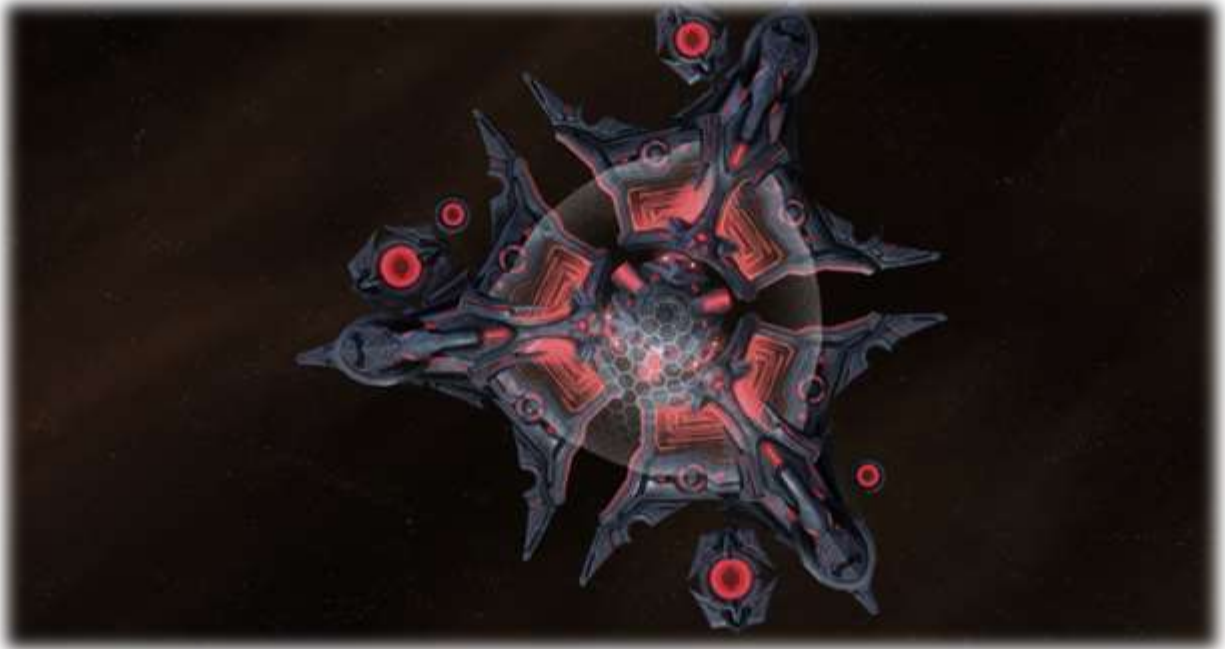
Psionic Powers: The psionic core of the mothership can be used to unleash psionic powers of utterly devastating effect on the battlefield. For the effect of powers, the mothership has a Psi Level of 12 and all of its powers gain orbital range. It has 30 total energy that it can use for its powers and can regain 5 energy by spending a crew action. The mothership does not need to make manifestation checks. Any psionic power can be activated as a crew action in the same form as a secondary weapon.

The mothership can manifest the following psionic powers, with the additional modifiers listed:

- Psionic Storm:** Power effects a Massive Burst (1) area
- Blink:** Can be used to move up to 6 squares in starship scale
- Recall:** Area of targets teleported is a Massive Burst (2)
- Vortex:** Power requires 4 crew actions to manifest.

Graviton Catapult: The mothership is designed to launch its interceptors incredibly quickly, filling the sky with robotic drones in no time. Instead of launching 1 ship as a crew action, it can launch a full squadron of 8 interceptors as a single crew action. This also only uses up a single usage of the hanger bay for that turn.

Like all Tal'darim flagships, the tal'darim mothership is a rebuilt and redesigned variation of the Daelaam Mothership. The Tal'darim have reshaped the venerable vessel to their will, turning it from a support vessel to a machine of unlimited destructive potential. It possesses weaker psionic abilities and lacks a cloaking field but have replaced those armaments with robotic interceptors and a massively improved orbital offense. Since they have entered the sector, they have become some of the most dreaded and feared war machines ever created.



Protoss Tempest

Behemoth Protoss Capital Ship, Epic-3 Threat

Hit Point: 10,650

Strength/ Fortitude: 50

Pilot Requirements: 8

Acceleration Rating: 50

Crew Actions: 6

Military Assets: 4 military units, 2 warp prisms, 10 phoenix, 1 observer

Ship Systems: Teleportation Platform (1), Hanger Bay (1), Advanced Scanners (1), Tier 3 War Machine Hull

Available Crew Actions: Activate Thrusters, Boarding Strike (teleportation platforms), Charge System (kinetic overload), Deploy Craft (hanger capacity 1), Emergency Repairs, Evasive Maneuvers, Extra Attacks, Point Defense Batteries, Recharge Shields, Repel Boarders, Secondary Weapons, Stabilizers

Grand Ordinance Weapons: Tier 3 Kinetic Overload

Primary Weapons: Tier 3 Resonance Coil

Secondary Weapons: Tier 3 EMP Pulse Cannon, Tier 3 EMP Pulse Cannon

Point Defense Weapons: Tier 3 Defensive Plasma Cannon Battery

Damage Threshold: 276

Structure Rating: 10

Space: 4 by 4 starship

Max Speed: 300

Energy Shield: 5,000 (20 shield armor)

Toughness: 270

Damage Resistance: 65

Reach: NA

Defense: -11 + defensive training (min 1)

Galactic Range: The tempest's kinetic overload has essentially infinite range and will continue going into it collides with a target. If carefully calibrated, this weapon can be used to attack foes from a neighboring star system. The further away the target is, the longer it takes for the projectile to strike. To carefully calibrate the attack, someone onboard the ship will have to make a science check, and then the attack will take effect with an accuracy penalty. If either the science check or the attack fails, the attack misses entirely and deals no damage. Of course, this assumes the target is not moving in anyway besides maintained orbit. Refer to the following chart of the difficulty of hitting a distant target.

-**Neighboring Planet:** -10 accuracy, DC 35 science check, 10 rounds (1 minute) to arrive.

-**Opposite Side of the Star System:** -20 accuracy, DC 45 science check, 10 minutes to arrive

-**Adjacent Star System:** -30 accuracy, DC 50 science check, 2 hours to arrive

Coursing Energy Charge: As the tempest charges up its kinetic overload weapon, energy courses across the ship, making it a hazard to everything on or near it. When the tempest has 4 active charge on the kinetic overload, everything within 1 starship squares of it (or 300 normal squares), suffers an automatic 100 damage. This damage gains hailfire (2) against swarms and the damage is not split between members of a squadron. Pilot checks in the area also suffer disadvantage. When the kinetic overload is fully charge, the energies become even more unstable. Everything within 2 starship squares of it suffers 200 damage, with the same rules as before. Vehicles that suffer crippling wounds must make a DC 30 pilot check or lose control of their vehicles. Remember, this pilot check has disadvantage. When the tempest fires its kinetic overload, the energy charge goes away, and the effect is no longer active.

The tempest is a new design of protoss capital ship designed to supplement the Golden Armada. This powerful ship contains a powerful energy charge network that can throw an orb of destructive energy at near infinite distances. This orb causes catastrophic damage, able to fracture a terran fleet in a single salvo. Tempests are used as bombardment and siege weapons, supporting their allies from a safe distance and cause incredibly punishment when the enemy is unlikely to be able to fire back.



Protoss Strongholds

While protoss usually rely on automated defenses such as photon cannons and Khaydarin Monoliths, they also have a few other defenses that are effective as support strongholds.

Protoss Particle Cannon

Massive Protoss Stronghold, Epic Threat

Hit Point: 2,632

Strength/ Fortitude: 38

Pilot Requirements: NA

Defense: 1

Military Assets: None

Ship Systems: Advanced Scanners (2), Tier 3 War Machine Hull

Available Crew Actions: Charge System (charged particle cannon), Emergency Repairs, Repel Boarders, Turn Cannon*

Grand Ordinance Weapons: Charged Particle Cannon

Primary Weapons: NA

Secondary Weapons: NA

Point Defense Weapons: NA

Damage Threshold: 129

Structure Rating: 11

Space: 2 by 2 starship

Crew Actions: 4

Toughness: 123

Damage Resistance: 59

Reach: NA

Energy Shields: 1,000 (10 shield armor)

Turn Cannon: The particle cannon must pay attention to its facing. It can only fire at targets within a 45-degree arc of its current facing. It can spend a crew action to turn the cannon 45 degrees.

Stronghold: The particle cannon is a massive stationary gun emplacement crewed by dozens of laborers and phase smiths. It cannot move, be moved, and does not have a pilot requirement. Crippling wounds to mobility are rerolled. The only actions the particle cannon can perform is a standard action and 4 crew actions.

The protoss particle cannon is a rare, premium defensive weapon used to protect protoss worlds from assault. When fired, these weapons shoot a lance that strikes across the stars, scything through a large section of space. They are particularly favored by the Tal'darim but were not invented by them.



Protoss Nexus

Massive Protoss Stronghold, Epic Threat

Hit Point: 2,975

Strength/ Fortitude: 75

Pilot Requirements: NA

Defense: 1

Military Assets: 5 military units

Ship Systems: Advanced Scanners (1), Tier 3 Heavy Plated Hull

Available Crew Actions: Emergency Repairs, Repel Boarders

Grand Ordinance Weapons: NA

Primary Weapons: NA

Secondary Weapons: NA

Point Defense Weapons: NA

Damage Threshold: 165

Structure Rating: 10

Space: 2 by 2 starship

Crew Actions: 4

Toughness: 159

Damage Resistance: 69

Reach: NA

Energy Shields: 3,000 (20 shield armor)

Stronghold: The nexus is a massive stationary stronghold, commanded by a protoss leader, attended by thousands of protoss robots, and staffed by hundreds of scientists and warriors. It cannot move, be moved, and does not have a pilot requirement. The command center reduces all crippling wound points suffered by 3, including the bonus from the armor.

Psionic Matrix: The nexus produces a psionic matrix that allows it to provide psionic support effects. These support effects cost energy, of which the nexus has 50. It regains 2 energy at the start of every turn.

-Pylon Overcharged: The nexus can spend 5 energy as a crew action to super charge a pylon and turn it into a weapon. The pylon makes an attack at the start of the nexus' turn. This attack has +20 accuracy, deals 60 damage (penetration 20), with remote range. The pylon overcharge lasts for 5 rounds or until the pylon is destroyed.

-Shield Boost: The nexus can spend 20 energy as a crew action to allow every allied protoss within strategic range to regain shield points equal to 20% their shield value. This does not include psionic effects that provide energy shields.

-Teleportation Field: The nexus can teleport one protoss unit of any size from one location to another. This costs 5 energy and moves the target unit from a location within strategic range to another location within strategic range.

-Chrono Boost: The nexus can boost the production of another structure by 20% by speeding up its automated functions and hastening the crew. This allows buildings to produce soldiers faster, as well as research upgrades and develop new equipment. See a future supplement for rules on how this works. Otherwise, a GM might decide how this works in their own campaigns. This effect costs 20 energy and lasts for 5 minutes.

-Turret Overcharge: The nexus can boost the effectiveness of a defensive emplacement by spending 10 energy. Chose one of the following protoss defenses: photon cannon, khaydarin monolith, tesseract monolith, particle cannon. That turret gains +10 accuracy for 4 rounds. It can also target a colossus, wrathwalker, or stone guardian. If it does, the target instead gains Swiftess Boost (5) for 4 rounds. The target must be within strategic range of the nexus.

The nexus is a gigantic pyramid structure powered by a Khaydarin crystal core. This structure is the heart and government center of every protoss settlement. The crystal provides access to the psionic matrix of the core worlds, and with it, communication, reinforcements, and energizing psionic energy. The nexus can use this psionic energy when their settlement is under siege to charge their buildings and defenses and bolster their troops. Once a nexus falls, the protoss settlement is cut off from the rest of the civilization.

Capital Ship Weapons

Capital ships have the most powerful weaponry in the setting. Many of these would be quite devastating to use against characters without the protection of vehicles.

Barrage Missile Pods

Vehicle Ordinance

Damage: 60 **Accuracy:** +5
RoF: Slow **Range:** Strategic
Shots: 10 missile salvos **Power Rating:** +10
Special Traits: Penetration (20), Hailfire (2), Burst (30), Delay, Overwhelming Firepower

Bombardment Laser Battery

Vehicle Ranged Weapon

Damage: 150 **Accuracy:** +10
RoF: Slow **Range:** Strategic
Shots: Unlimited **Power Rating:** +15
Special Traits: Penetration (10), Energy Damage, High Velocity, Macro, Battery

Chaos Missile Batteries

Vehicle Ordinance

Damage: 60 **Accuracy:** +5
RoF: Automatic **Range:** Strategic
Shots: 500 chaos torpedoes **Power Rating:** +10
Special Traits: Penetration (40), Burst (10), Cluster Blast, High Explosive, Missile, Macro, Battery

Charged Particle Cannon

Vehicle Ranged Weapon

Damage: 1,200 **Accuracy:** +2
RoF: Slow **Range:** Orbital
Shots: Unlimited **Power Rating:** +120
Special Traits: Piercing, Colossal Sweep, Macro, Charge System (12), Grand Ordinance, Sky Fire

Destruction Beam

Vehicle Ranged Weapon

Damage: 120 **Accuracy:** +15
RoF: Slow **Range:** Strategic
Shots: Unlimited **Power Rating:** +15
Special Traits: Penetration (40)

EMP Pulse Cannon

Vehicle Ranged Weapon

Damage: 80 EMP Damage **Accuracy:** +10
RoF: Slow **Range:** Remote
Shots: Unlimited **Power Rating:** +10
Special Traits: Energy Drain, Burst (30), Overwhelming Firepower

Industrial Laser Drill

Vehicle Ranged Weapon

Damage: 80 **Accuracy:** +2
RoF: Slow **Range:** Strategic
Shots: Unlimited **Power Rating:** +10
Special Traits: Piercing, Focusing Beam

Kinetic Overload

Vehicle Ranged Weapon

Damage: 1,200 **Accuracy:** +10
RoF: Slow **Range:** Galactic
Shots: Unlimited **Power Rating:** +120
Special Traits: Piercing, Massive Burst (2), Energy Damage, Macro, Charge System (8), Grand Ordinance

Laser Saturation Bombardment

Vehicle Ranged Weapon

Damage: 80 **Accuracy:** +20
RoF: Slow **Range:** Orbital
Shots: Unlimited **Power Rating:** +10
Special Traits: Penetration (10), Energy Damage, Laser Bombardment, High Velocity

Orbital Pulse Cannon

Vehicle Ranged Weapon

Damage: 1,000 **Accuracy:** +2
RoF: Slow **Range:** Orbital
Shots: Unlimited **Power Rating:** +100
Special Traits: Penetration (100), Burst (10), Energy Damage, Macro, Charge System (10), Grand Ordinance, Sky Fire

Polariton Torpedo Battery

Vehicle Ordinance

Damage: 400 **Accuracy:** +0
RoF: Slow **Range:** Orbital
Shots: 2 polariton torpedoes **Power Rating:** +40
Special Traits: Penetration (80), Burst (10), Missile, Crew Reload

Prismatic Beam

Vehicle Ranged Weapon

Damage: 120 **Accuracy:** +15
RoF: Slow **Range:** Strategic
Shots: Unlimited **Power Rating:** +15
Special Traits: Penetration (40), Focusing Beam

Purifier Beam
Vehicle Ranged Weapon
Damage: 60 **Accuracy:** +20
RoF: Slow **Range:** Strategic
Shots: Unlimited **Power Rating:** +10
Special Traits: Penetration (60), Hailfire (1), Overwhelming Firepower, Energy Damage, Macro, Battery

Rapid Particle Blaster
Vehicle Ranged Weapon
Damage: 80 **Accuracy:** +10
RoF: Fast **Range:** Strategic
Shots: Unlimited **Power Rating:** +10
Special Traits: Penetration (40), Energy Damage, Macro, Hailfire 1

Resonance Coil
Vehicle Ranged Weapon
Damage: 400 **Accuracy:** +5
RoF: Slow **Range:** Galactic
Shots: Unlimited **Power Rating:** +40
Special Traits: Penetration (50), Massive Burst (1), Energy Damage, Macro

Terminator Beam
Vehicle Ranged Weapon
Damage: 80 **Accuracy:** +20
RoF: Slow **Range:** Orbital
Shots: Unlimited **Power Rating:** +10
Special Traits: Penetration (80), Burst (20), Overwhelming Firepower, High Velocity, Energy Damage, Macro, Battery

Thermal Lance
Vehicle Ranged Weapon
Damage: 400 **Accuracy:** +20
RoF: Slow **Range:** Orbital
Shots: Unlimited **Power Rating:** +40
Special Traits: Piercing, Colossal Sweep, Macro

Twin Armageddon Cannons
Vehicle Ranged Weapon
Damage: 100 **Accuracy:** +10
RoF: Fully Automatic **Range:** Strategic
Shots: Effectively Unlimited **Power Rating:** +20
Special Traits: Penetration (10), Hailfire (3), Overwhelming Firepower, High Velocity

Yamato Cannon
Vehicle Ranged Weapon
Damage: 2,000 **Accuracy:** -5
RoF: Slow **Range:** Orbital
Shots: Unlimited **Power Rating:** +200
Special Traits: Piercing, Burst (6), Macro, High Velocity, Charge System (8), Grand Ordinance

Capital Ship Point Defense Weapons

Point defense batteries are not offensive weapons, but tools that protect a capital ship from missiles and smaller ships. Point defense batteries are special weapons that do not make attack rolls, but instead force enemies to require pilot checks to avoid being hit. In addition, ordinance and missile attacks that pass from outside the battery zone to inside the battery zone have a chance of being shot down.

Every point defense battery has a damage profile and a DC. The damage profile, as normal, is how much damage the weapon does when it hits. The DC is the pilot check needed to avoid being hit by the point defense battery. Point defense guns effect all the squares of the starship, plus 1 starship square beyond their space (or 300 regular squares). If you enter the area on your turn, or start your turn within the area, you must make a pilot check against the DC of the point defense weapons. If you fail, you suffer a hit from the weapon. **A hit from a point defense weapon deals full damage to all members of a squadron and is not split.**

In addition, if a missile or rocket weapon is fired at the capital ship, the pilot must make a pilot check against the point defense weapons DC for the weapon to successfully hit the target. Otherwise, the point defense weapons will shoot down the ordinance. If the ordinance had multiple projectiles that gave it hailfire, such as an automatic missile launcher, failure to breach the point defenses reduces the hailfire by 1, plus an additional 1 per point of failure. If the attack is reduced to hailfire 0, it is negated entirely.

It takes a crew action to activate a single point defense battery. If a ship has multiple point defense batteries, they must be activated with multiple crew actions. If a ship does have multiple batteries activated at once, ships and missiles must make pilot checks against all active batteries.

Defensive Autocannons**Vehicle Point Defense Battery****Damage:** 26**Accuracy:** NA**RoF:** Slow**Range:** NA**Shots:** Effectively Unlimited**Power Rating:** +4**Special Traits:** Penetration (20), Hailfire (4), Point Defense (DC 35)

Description: The most common terran point defense, autocannons are arrays of twin-barreled cannons that line the hulls of most ships. They fire huge numbers of shells into the air, making a difficult screen to fly through, but the projectiles deal relatively little damage.

Defensive Missile Fusillade**Vehicle Point Defense Battery****Damage:** 60**Accuracy:** NA**RoF:** Slow**Range:** NA**Shots:** Effectively Unlimited**Power Rating:** +10**Special Traits:** Penetration (40), Hailfire (1), Point Defense (DC 25)

Description: Some capital ships have cluster missile batteries that automatically fire on nearby enemy ships. Their low rate of fire makes them easy to avoid, but they are dangerous when they hit.

Defensive Plasma Cannon Battery**Vehicle Point Defense Battery****Damage:** 40**Accuracy:** NA**RoF:** Fast**Range:** NA**Shots:** Unlimited**Power Rating:** +5**Special Traits:** Penetration (25), Hailfire (3), Energy Damage, Point Defense (DC 30)

Description: The most typical protoss battery, arrays of twin-plasma cannons thwart enemy approaches with super-heated blasts of green energy.

Flak Turrets**Vehicle Point Defense Battery****Damage:** 20**Accuracy:** NA**RoF:** Slow**Range:** NA**Shots:** Effectively Unlimited**Power Rating:** +4**Special Traits:** Penetration (10), Hailfire (5), Flak Shot, Point Defense (DC 40)

Description: Automated flak cannons create a cloud of shrapnel that only the best pilots would be able to avoid.

Gorgon Defensive Laser Batteries**Vehicle Point Defense Battery****Damage:** 80**Accuracy:** NA**RoF:** Slow**Range:** NA**Shots:** Effectively Unlimited**Power Rating:** +10**Special Traits:** Penetration (10), Hailfire (2), Energy Damage, Point Defense (DC 35)

Description: Gorgon battlecruisers have turbo laser batteries with advanced tracking systems and laser guidance to ensure they are able to hit their target with precise and powerful laser strikes. These turrets can quickly redirect from one target to fire at another, thanks to the advanced targeting adjutant within each turret.

Mothership Defensive Turrets**Vehicle Point Defense Battery****Damage:** 40**Accuracy:** NA**RoF:** Slow**Range:** NA**Shots:** Effectively Unlimited**Power Rating:** +5**Special Traits:** Penetration (20), Hailfire (5), Point Defense (DC 38)

Description: Probably the best point defense weapon, the mothership is covered with rows of hundreds of particle blasters that create such a volley of shots they are impossible to penetrate.

Capital Weapon Traits

Capital ship weapons, because of their scale and power, use many of their own rules.

Battery

Description: When a weapon with this trait is fired, it makes attacks equal to the number of batteries the weapon has. Thus, if the vehicle has a weapon with 6 batteries of a single weapon type, they can make 6 separate attacks as part of the action used to activate it. If the battery is a primary weapon, each attack gains attack overages. Otherwise, it does not.

Burst (X)

Description: When this weapon is used, it makes an attack against all targets within a burst area in size based on the value under the weapon description. Characters can make evade attempts as normal. Higher-tiered variations of this weapon increase the burst size by 1 per each tier above first.

Charge System (X)

Description: When this weapon is used, it cannot be used again until crew actions equal to X have been used exclusively to recharge the weapon.

Cluster Blast

Description: When making an automatic area burst, increase the area of the burst to triple the burst radius. When making a focused burst, increase its burst area to double the burst radius. For example, for a Burst (2) missile, a standard burst would become a Burst (6), and a focused burst would become a Burst (4).

Colossal Striking Power

Description: When this weapon hits a target that is colossal-sized or smaller, that target is staggered for 1 round, +1 round per crippling wound point they suffered. This ability does not affect swarms. When used against squadrons, all members of the squadron are staggered.

Colossal Sweep

Description: When this weapon is used at starship scale combat, it effects a line area that is 1 square wide and 3 squares long. It hits every target within that area, dealing half damage on a missed attack. When used in character scale combat, it effects a 50 by 600 square area.

Crew Reload

Description: When this weapon is fired, it takes 2 crew actions to reload. If this is a missile weapon that can fire two missiles with a target lock, 2 crew actions will be required to reload each missile.

Energy Damage

Description: This weapon deals damage in the form of some manner of energy such as a laser, flame, or electricity. Energy damage attacks ignore the damage resistance of enemies in light or no armor.

Energy Drain

Description: This weapon deals EMP Damage instead of ordinary damage. EMP damage deals full damage to energy shields and constructs without being reduced by damage resistance or shield armor. EMP Damage also slows any power armored character it hits for 1 round.

Focusing Beam

Description: This weapon consists of a single concentrated beam that focuses on a target and deals more strikes based on how accurate the hit was. The attacker makes a standard weapon attack versus the target. The weapon damage gains Hailfire (1) for every 2 points of overage, with a maximum of hailfire (5) but no longer adds any damage from attack overages.

Grand Ordinance

Description: Making an attack with a weapon with this trait requires a standard action and 4 crew actions be used as part of the attack.

Hailfire (X)

Description: This weapon has the damage multiplier from the hailfire rule, after damage resistance and penetration applied, as detailed in the Chapter 6: Encounter Rules. The value of the hailfire trait is the damage multiplier, with Hailfire (1) being x2 damage and scaling up from there. Multiple sources of hailfire stack with one another.

Laser Bombardment

Description: This weapon is a spread of rapid laser fire that covers over a large area of ground. This weapon can only be used beneath the ship and a world's surface. It targets a Massive Burst (3) area at mass combat scale, or a Burst (500) area at normal scale. When making this attack, roll an attack roll and have every target within the area roll a d20. The attack is made against every target that rolls a 12+. Swarms and gargantuan or colossal creatures gain +4 to this check and the attack gains +1 hailfire against them if it hits. Strongholds, platoons, and creatures that are massive or larger are automatically hit and the attack gains +2 hailfire against them. In addition, that area is considered suppressed for the next turn. All movement is difficult terrain, and anyone that ends their turn in the area without a roof over the head must check again to see if they are hit by another laser. This lasts until the start of the attacking ship's next turn. You cannot use an Extra Attacks action to use this weapon more than once.

Macro

Description: The macro weapon is more effective against larger targets and has difficulty aiming at small figures. It gains -5 to accuracy against targets that are smaller than gigantic sized. It instead has -10 to accuracy when targeting enemies that are medium-sized or smaller. If a macro weapon misses a large-sized or smaller target by more than 10, it does not deal half damage on a missed area attack.

Missile

Description: This weapon follows the rules for a blast instead of a burst. This weapon cannot be used to target a creature or a square within medium range, only areas at long range or longer. In addition, the user must perform expend a target lock to attack with this weapon (see the Target Guidance System vehicle upgrade). Finally, when missing a target with this weapon, roll a d20. On a 1-10, it hits the ground in the target's square and explodes there, counting as a miss but still indirectly hitting the target. On a 11-20, or automatically if it is an airborne target, the rocket keeps going, making the same attack at the next target in line at -2 penalty. It continues to make attacks against targets until it strikes a target, the ground, terrain, or flies off harmlessly. A single target lock affects all missile attacks fired as part of the same action.

Overwhelming Firepower

Description: When this weapon is used against an enemy squadron or platoon, do not divide the damage between each enemy unit. Instead, each target in the squadron or platoon takes full damage. The weapon also gains +2 hailfire against swarms. Finally, if this weapon is automatic and used as an area burst in starship combat, this weapon gains the Massive Burst (1) trait.

Penetration (X)

Description: A weapon with this trait has a base penetration value equal to the value next to this trait. In some occasions, this weapon will only apply against Biological targets or Constructs. If this is the case, it will be noted in the weapon's value.

Piercing

Description: This weapon ignores all damage resistance.

Sky Fire

Description: This weapon can only be used against targets that are at least strategic range from the ground.

Capital Ship Armor**Heavy Plated Hull****Vehicle Super Heavy Armor**

Damage Resistance 24 Defense Penalty: -2

Resistance Rating: +4

Special Traits: Reinforcement (1)

Impenetrable Hull**Vehicle Super Heavy Armor**

Damage Resistance: 50 Defense Penalty: -5

Resistance Rating: +5

Special Traits: Reinforcement (2)

War Machine Hull**Vehicle Super Heavy Armor**

Damage Resistance: 30 Defense Penalty: -3

Resistance Rating: +5

Special Traits: Reinforcement (2)

Capital Ship Systems Traits

Capital ships possess a number of systems in common with one another.

Advanced Scanners (X): By spending 2 crew actions, the ship can perform a detector action over a massive area. This area is a Massive Burst (X) in starship combat, or a Burst (200 times X) in personal combat.

Boarding Tubes (X): When this ship is adjacent to an enemy capital ship in combat, it can use its boarding tubes to send military units to the enemy ship. Every crew action spent on boarding tubes allows a number of military units to move over equal to the X value of the boarding tubes. Once the troops have moved over to the other ship, they can perform boarding actions as normal. Boarding tubes can only be active as long as the ships are adjacent; otherwise, they do not function. As normal, you can only board other capital ships. However, boarding tubes can be used even if the target ship has active shields.

Boarding Torpedoes (X): Boarding torpedoes are hollow torpedoes filled with breaching soldiers that can be fired at enemy ships to board them remotely. Every torpedo has 1 military unit within it, and a single crew action fire a number of torpedoes equal to the X value. To successfully board the enemy ship, you must fire a torpedo as a standard ranged weapon attack against the target, using the profile below. If the attack hits the enemy's shields or is destroyed by point defense weapons, the torpedo and all of the soldiers within it are slain. If the torpedo hits the target, the units disembark and can begin boarding actions.

Boarding Torpedo Vehicle Ranged Weapon

Damage: 160

Accuracy: +5

RoF: NA

Range: Strategic

Shots: NA

Power Rating: NA

Special Traits: Penetration (20), Missile

Note: The boarding torpedo does not have equipment tiers and does not scale or vary in damage. The boarding torpedo never deals crippling wounds.

Deflection Shield: Once per hour, the capital ship can activate a deflection shield. This barrier gives the ship an energy shield of 1,000 for 10 rounds or until expended. While the shield is operational, the capital ship loses its standard action and cannot perform any weapon attacks. Because of the nature of this shield, it is usually used when the ship is fleeing or to protect itself from space hazards, rather than used as an energy shield in combat.

Hanger Bay (X): As a crew action, the capital ship can release a single ship from its launch bay. It can release a number of ships each turn, by spending multiple crew actions, equal to X. Once released, the ships role their own initiative.

Nuclear Warhead: Most terran warships are equipped with a single nuclear warhead to use in emergency situations. When firing a warhead, the target location needs to be marked for precision accuracy. To mark the coordinates for a nuke, a character with a laser targeting system must mark the location with their laser. This is a full-round action that requires both a DC 10 tactics check with their laser. This DC increases by 3 for every 1 kilometer the target location is from the targeter. Once the coordinates are marked, the missile is launched.

If the target is not locked, it takes 10 rounds to fire the warhead. Afterwards, roll two separate d20s to represent the missile scattering. One missile is the X axis, the other the Y axis. If the X die rolls an 8 or less, it lands 1 starship square to the left, +1 square per 2 points less than 8. If it rolls a 12 or higher, it does the same thing to the right. For the Y axis, the low results make the missile scatter to the south, and the high results scatter to the north.

The nuke causes utter devastation when it lands. It strikes an area 5 kilometers around, or a Burst (20) at starship scale. Most buildings are destroyed, and any creatures with less than 1,000 maximum hit points are instantly killed. All creatures with over 1,000 maximum hit points suffer a hit of 100 damage with the Penetration (30) and Hailfire (9) weapon traits. The area also suffers from severe radiation for several months.

Teleportation Platforms (X): When this ship is within strategic range to an enemy capital ship in combat, it can use its teleportation platform to teleport military units to the enemy ship. Units cannot be teleported onto an enemy ship if the ship has any shield points. Every crew action spent on teleportation allows a number of military units to move over equal to the X value of the teleportation platform. Once the troops have moved over to the other ship, they can perform boarding actions as normal. However, teleporting shock troops is a one-way trip, unless those soldiers can find a way off that ship. Troops teleported on board cannot be teleported back. As normal, you can only board other capital ships.

Chapter 5: High Level Campaigns

When your player characters reach past level 20, they will begin to be major players in the universe. Doors will open for them, enemies will come for them, and they will become agents for a higher level of warfare. This chapter will discuss the theory behind high level campaigns and rules for the greatest battlefields. It also contains new rules for customizing the experience of a long-term campaign.

High Level Campaigns

Running a high-level campaign can be tricky, but here are some guidelines on how best to play such an epic scale of StarCraft game.

Noteworthy Individuals

As the Koprulu Sector has had no shortage of wars and heroes over the past few decades, there are many high-level characters in the setting. Most of these high-level characters are war veterans of the great mass battles for which StarCraft is famous. These decorated veterans are known for the deeds of their company, division, or sub faction in battle. Fewer, however, are the adventurers and independent operators that reach such venerable levels of experience. These prized individuals fought their way up against overwhelming odds without military support.

The players of your campaign are such individuals. Because they have overcome incredible odds on their own volition, with no backup, they have a reputation for getting things done. Benefactors will pay a handsome price for the service of such individuals and go to great lengths to seek them out. The player's enemies will specifically tailor their strategies around foiling the players.

As GM, it is important that your players feel like there has been an impact for your players actions. Allow people to have heard of their epic deeds. Let rumors spread about their accomplishments. Many of them will be exaggerated or embellished. The players can choose to set the record straight or bask in the glory of their fame. How do they react to their deeds and conquests being known? What do they feel about their accomplishments?

When the players reach paragon levels, these should only be emphasized further. At that point, they are the amongst the greatest heroes in the universe, the likes of James Raynor or Artanis. While they may not have the fame of those great leaders, their battlefield experience is still legendary. By level 30, the players will have single handedly won battles that it would take armies to win. Keep that in mind for their reputation. They should inspire awe and terror in equal measure.



Paragons of the Galaxy

The Paragons of the Galaxy supplement for this game covers some of the most powerful and important characters in the StarCraft setting. Upon reaching the 20s and beyond, the players should not only begin to rival such individuals but begin to attract their notice. Valerian Mengsk and Vorazun are too busy to talk to common adventurers or mercenaries. But when those characters are powerful enough to change the direction of a war, that gets their notice.

At higher levels, the players may start to interact with these important personas. They will receive higher contracts and missions that will determine the fate of the sector. With this comes greater threats, the sort that is fit for characters of such exceptional skill. Epic acts of warfare, sabotage, and infiltration will be the player's goals, and they will be expected to take on terrible threats as part of the missions.

For terrans, the quest reward for completing missions for individuals like this may be in the millions. Such is the price of paying a professional. For protoss, the honor rewards may be two or three times normal and may come with accompanied gear. Either way, having powerful friends means you might be able to call in favors from up above to help you deal with your own personal missions.



Greatest Threats

At high levels, your characters are well oiled fighting machines. They are professionals who are best at fighting enemies in the dozens. A few hydralisks and a pack of zerglings is not worth entering initiative. The players are big game hunters now and need equivalent threats.

One of the most important aspects of this is swarms. True, thirty individual zerglings are no threat to the players, but a single swarm of zerglings has the hit points, accuracy, and damage to threaten them. Instead of fighting huge numbers or low-level enemies, have your players fight 1-3 swarms. Not only do they get more of a challenge, they get to feel mighty as they fight across waves of hundred enemies coordinating to take them down.

A good enemy to supplement swarms is vehicles and monsters. The players probably started fighting huge-sized and larger monsters and vehicles from levels 10-20, but they were probably mostly boss monsters and opponents for the players vehicles. However, now, those 15 extreme threat opponents are only high, medium, or low threat enemies to the player, meaning they can fight them without much worry or needing special equipment. These enemies will probably still do a lot of damage if they hit but will have trouble hitting in general. Regardless, it will expand the power fantasy of the players by regularly fighting larger enemies without vehicles of their own.

Many common enemies, from zerglings to marines to zealots, have higher level variations to supplement their ranks. Replacing them might be devouring one zerglings, special forces marines, and exemplar zealots. As more experienced versions of those common enemy types, they are a match for the player's own skill. These are not unique individuals and are usually fought in small squads. However, while such warriors exist in some quantity, they are still rare and should never be as common as their lower level variants. Moreover, they should only be deployed when an enemy faction leader is deploying their best

troops for battle, which usually involves higher stakes. For example, if the players are invading the emperor's palace, the players might have plenty of special forces to fight against. If they are instead fighting on a backwater world with a large military detachment, you would be better off pitting them against swarms of marines and accompanied vehicles. Knowing how to use these high level foes is important.

Finally, the greatest foes for any party is the exceptionally high level vehicles and monsters. These foes are level 25 and up, and formidable or higher threats. These foes *might* be able to be defeated on foot but will be exceptionally difficult. Often, your players will need vehicles, specifically upgraded vehicles of tier 2 or more. Some more extreme examples of epic creatures are listed in this supplement, including capital ships. These foes will most certainly require high tiered vehicles to defeat.

Setting: Political Climate and Backdrop

An important detail that your high-level campaign centers around is the political climate. More than anything, StarCraft is a battle between three major factions. To challenge your high-level characters, you will have to deploy organized forces, armies, against them. This is, generally, an act of war. The question is, what war or conflict is your campaign centered upon?

If your campaign takes place during one of the major wars covered in the video games, then your players are probably agents of that conflict. They are fighting in a part of that conflict that is probably not covered in the games, to give your players better agency. If you are not fighting as part of a major war, why are there such major deployments of military assets?

An exciting part of high level campaigns, for the Game Master, is to determine a backdrop conflict for the campaign or adventures to be centered around. The players are facing huge numbers of enemy soldiers. Why? Are the players the invaders, or fighting off the invaders? What caused the conflict? What are the goals to bring the conflict to an end? What is the setting and backdrop of the war? Who are the major players and generals? All of this will help flesh out the conflict that the players are fighting in.

Keep in mind, in a post-End War campaign, there are still plenty of small skirmishes even though the major players are at peace. The Defenders of Man insurgency. The One-Day War over Gystt and Zagara's use of the Xel'Naga essence. Niadra invading Adena to kill the protoss. The Ilhan-Ri protoss returning to their home world, learning it is now the terran world Tyrador. All of these are smaller conflicts that have broken out after the End War. But despite that they are smaller conflicts, they still involved capital ships, huge war machines, and swarms of ground troops. These are the types of obstacles the players can stand against and be challenged by even at high levels. The trick is to determine what political debate is the center of your players high-level gameplay. If there is not one, they may not have much to do at high levels, as there will be insufficient forces for them to fight unless they plan on *starting* a war.

A final point on setting is to keep accelerating the scope of the battlefields. Going room to room in an installation may not seem interesting anymore, or just fighting on a sandy hill. Make the battlefields more epic. For installations, consider massive space stations, military bases, and forbidden laboratories with arcane technology. Outdoor battlefields could take place in the smaller part of a massive war zone, where the players are dealing with crashed ships, artillery bombardments, and reinforcements as they are trying to fight from one place to another.



Great Resources

High level players should have access to a large amount of resources. By the time they are level 20, they should be looking, or already have, tier 3 gear. By around level 25, most of their gear should be the best it can be, and they should be prioritizing getting the best vehicles they can get access to. Some of these might be purchased, while others are acquired as gifts from benefactors and previous employers. Regardless, they want the best equipment to be able to face the greatest threats.

In addition to equipment and vehicles, the players should work on building connections with powerful people. As mighty as the players are, they cannot do everything themselves. Perhaps a hundred enemies are doable, by a full force of ten thousand is not a battle they can win on their own. Thus, the players need to build alliances to have armies of their own to defeat the enemy. This plays heavily in the mass combat rules described later in this chapter.

The ultimate military asset that a player can gain is a capital ship. These city-sized flying fortresses contain apocalyptic armaments and thousands of crew members. As the GM, you should think hard about allowing your characters to gain access to a capital ship. Generally, it should only happen if you are going to make battles between capital ships a regular part of the game, or that having a capital ship is part of how you see the campaign going. Perhaps you want all the players to share a capital ship and travel the sector taking on missions, like Raynor's Raiders and the Hyperion. Maybe you want each of the players to have a capital ship so they can engage in massive fleet battle. Decide how best to use capital ships in your campaign.

As your players expand their resources and connections, they may find new ways to engage in larger battlefields. For guidelines of these sorts of rules, see the StarCraft Heroes Guide for rules about building bulwarks and using battlefield call downs. These are ways of connecting the players to larger battlefield assets while giving them different tactical ways to wage battle.

Rules Guidelines

Leovaunt's StarCraft game system is extremely customizable, allowing you to build a wide variety of characters the way you want them to be. Character customization is largely a good thing, but it can have problems with it as well.

By the time your players reach level 20, there may be huge differences in power between the characters. This might be the result of some characters 'min-maxing' or minimizing their weaknesses while maximizing their strengths. It could also be luck, or some people taking a more long-term view of character design versus short term. After level 20, these differences are the largest, and some players may feel inadequate. The important thing to remember, as GM, is to make all your players feel welcome and useful. For this reason, try to design encounters and problems that specifically cater to everyone's strength. If you have some who is strong in science and computers and not combat, make sure to put some technological obstacles in the party's way so they can contribute.

As a guideline to help your player's growth, there are a couple details to recommend to your players to make their characters the best they can be at high levels.

Flexibility

The higher-level characters get, the more different roles they can focus in. The more you focus in a single aspect of character design, the more you will accumulate diminishing returns. This means you are so good at something you are not getting much more out of it by increasing its effectiveness. You can increase your damage per round from 90 to 100, perhaps, but you also use those characteristic points to give your character some other focus, like as a medic, leader, scientist.

Think of several different aspects to your character, not just one. The more things you can do, the more fun your character will be and more ways you can contribute. If you are hyper focused in one specific activity, if that activity is irrelevant for an encounter, do you have anything to do?

Level 20 is the perfect time to start branching out your character. You probably have most of the talents and abilities you need for your build. Now is the time to think about what new things your character can do. That doesn't mean ignoring options that help you in your primary character aspect; just spending CP and classes to diversify.

Survivability Never Goes out of Style

If there is one aspect of character design you can never really have enough of, it is your character's survivability. High level enemies are dangerous. They deal tremendous amounts of damage. They will quickly kill your character if you have not invested in survivability. If they do not kill you, you will be overwhelmed by countless crippling wounds.

Survivability comes in many forms. The most survivable high level characters have several different ways of mitigating damage. The most common way is to have plenty of hit points. Every character that plans on fighting on the front lines will need to increase their fortitude at some point. The Hardened Survivalist talent, combined with a high willpower ability score, will help with this. In general, you are not safe at high levels without a bare minimum of 200 hit points, preferably more.

Another aspect is managing crippling wounds. Damage scales faster than damage threshold at high levels, thus crippling wounds will become incredibly common. Worse, most high-level enemies have Devastating Cripple or Hailfire, causing even more wounds. Surviving at high level involves having some way to mitigate wounds. The Resilience talent is crucial for the survival of all high-level characters. Gaining additional character features, like the Survivor specialization, will also help mitigate crippling wounds received.

Other methods of receiving mitigating damage. Some characters can get incredibly high defenses and be able to evade easily. They may feel invincible, until they quickly die under high accuracy melee attacks. Protection point stacking can greatly improve your survivability but does nothing to protect against crippling wounds. Energy shields are a good bulwark, but do not regenerate easily in combat and are generally only functional at the beginning of a long encounter. At high levels, good damage resistance is your best protection against swarms, that have moderate base damage, low penetration, and some hailfire. But that armor will not protect you against anti-vehicle weapons.

None of these defenses on their own will save you, but by having multiple types of defense, along with good hit points, gives your character a fighting chance against the horrors of the Koprulu Sector. But remember to be flexible. An invincible character is worth nothing if you cannot help your party members defeat your enemies.

GM Advice: Building Encounters

It can be difficult to build balanced encounters for high level characters, even using the rules in the Core Rulebook. The reason is because parties will hugely vary at high levels. High level parties with well-built characters that synergize and coordinate with one another are capable of far more than a party of lone wolves. In addition, characters that follow some of the advice in the last few pages are going to be more capable than those who over-specialized and did not focus on survivability.

Depending on your player's effectiveness, you may want to consider your players as high threat individuals, meaning they count as two players for splitting experience. Thus, four high threat characters would be the equivalent of eight characters instead of four. Thus, an acceptable, easy-average encounter for them might be 1 formidable threat foe, 4 high threats, 4 medium threats and 1 extreme threat, or so on. Do not underestimate how powerful a coordinated and well-made party is. They can easily punch above their weight class.

On a related note, if your characters are advanced heroic power level and level 20 or higher, they should probably be counted as high threats regardless. If they are epic power level character, they most certainly should be!



Space Combat

Space Combat is combat involving battling amongst the stars, with soaring combat involving aerospace vessels, space stations, and capital ships on a vastly zoomed out scale. Space combat is the strategic battling at high speeds and high stakes. For the most part, most of the base in game rules for standard combat applies. Weapons have the same attack bonus, the same ranges, deal the same damage, and so on. The big sense of difference is scale.

Space combat is the ideal place to insert battles with capital ships, as the players can fulfill the fantasy of leading a group of strike fighters to battle a large ship in orbit. Alternately, for even higher stakes battles, the players could command one or more starship and fight in entire fleet battles, large enough to shape the power of the sector.

These rules were originally in StarCraft Supplement 2: The Advanced Terran Training Manual. They are reprinted and expanded here for convenience.

Combat on a Larger Scale

Every square in space combat is an indeterminately large area. Because of this, generally multiple entities can share squares. Follow these rules for how multiple targets share a single square.

-Any number of colossal sized or smaller ships, creatures, or constructs can share a single square without risking running into each other, unless they chose to.

-A massive ship can share its square with any number of smaller ships without risking running into them. However, a massive ship cannot share its square with another massive ship. If such a ship moves into their square, then the captains of both ships make a DC 30 pilot test if they want to avoid collision. As long as one ship succeeds, they ignore the collision by one of the ships shifting an adjacent square to avoid the collision. The ship that must move is the ship that rolled lower on the pilot check. If a ship moves into the square of another large ship and wants to collide, then they still roll off on pilot checks. If the defender succeeds their check, then the ramming ship has to make the shift as normal. For if any reason the ships still do collide, then use ramming rules in the Core Rulebook (which is normally 5x strength damage to the other vessel).

Massive ships still must keep track of their facing and maneuverability. Their facing may determine whether they can declare an enemy as a target of one of their attacks. A massive vehicle can spend 1 square of movement to turn up to 90 degrees. They can make any number of turns that they want in a turn, each one requiring 1 square of movement. Therefore, a massive ship moving 4 squares in starship scale can turn 90 degrees as one square of movement, move 2 squares in that direction, then make another 90 degree turn.

-Ships larger than massive, such as capital ships, follow all the same rules as massive ships, except they encompass more than 1 square on starship scale. The standard rules for colliding apply if a square of super massive ship overlaps with another large ship. If overlapping with another massive ship and shifting 1 square is not enough to move out of the other's square, then the crash is inevitable and cannot be avoided. These ships will be detailed in StarCraft Supplement 6.

Due to the vagueness of this scale, standard squares-per-round measurement does not apply to space combat. Instead, a flyer's squares per round moved is equal to their maximum speed divided by 150, rounded down. Therefore, a banshee strike craft that has a maximum speed of 800, can move at 5 squares per round in space combat, while a wraith with a maximum speed of 1,000 can move at 6 squares per round. Unlike standard scale, there is enough space and time passing that most vehicle facing is not important, and most vehicles can turn on a dime.

Acceleration rating does not matter in space combat, for ships of any size.

Weapon ranges are also different in starship combat. The following table lists how many starship scales squares a weapon's distance can reach.

Range Type	Starship Scale Distance
Melee	Within own square only
Short	Within own square only
Medium	Within own square only
Long	Within own square only
Distant	1 square range
Remote	3 square range
Strategic	6 square range
Orbital	20 square range
Galactic	100 square range
Any weapon with the Downward Barrage weapon trait	1 Range Shorter than normal

As normal, weapons can be fired at two increments beyond their normal range. Therefore, a long-range weapon can attack at distant range for a -5 penalty, or remote range for a -10 penalty. No weapon can fire beyond galactic range. A melee or short-range weapon can only ever attack at targets within their own square.

For the pilots, normal rules for controlling their vehicle applies, and they must spend a move action piloting their vehicle every turn. If they do not, they lose control as normal.

Flying vehicles are not the only participant in vehicle combat. Any flyer can join in the fight, although only flyers with the rapid flight special rule are the only practical combatants. A rapid flight flyer can move 2 squares in a single round as a normal rapid flight mover action. Regular flyers, those without rapid flight or advanced propulsion methods, can only move 1 square as a move action.

In space combat, a vehicle goes on one initiative, no matter how many pilots it has. Each pilot still gets to make a separate action, as usual. A vessel that has multiple pilots or gunners can have their occupants go on different turns every round, should they choose to.

All attacks, even burst attacks, are considered single target attacks in starship combat. The two exceptions are that area attacks still determine extra damage against swarms in space combat, and extremely powerful attacks with the Massive Burst rule (detailed later with Capital Ship weapons).

A number of special rules apply to space combat.

Squadron

A squadron is a group of space fighters acting as one unit in combat. A squadron is made up of 2-9 vessels of similar size and design fighting together. Commonly witnessed squadrons include wings of vikings, mutalisks, wraiths, scouts, banshees, valkyries, corrupters, phoenix, and corsairs. These ships band together for mutual benefit and strike as one precise unit. Not matter how many fighters are in an attack wing, they always count as one unit on the battlefield

Squadrons are an important part of space combat, as they allow the Game Master to have massive battles involving many fighters without needing to dozens or hundreds of initiatives and turns to keep track of. Since a player can lead an attack squadron mostly consistent of NPCs, it also allows the player characters in ship to have power and durability beyond what is normal.

Squadron Basic Rules

Only large, huge, gargantuan, and colossal creatures and vessels can form a squadron. To be part of a squadron, a vessel must have flight (or rapid flight) capability. In a squadron, one wing is considered the leader, and all others are supporting their leader. For most purposes, the attack wing uses the leader's statistics. They are modified in a number of ways, based on their supporting craft and number of allies.

- For every additional vessel in the squadron, the leader suffers -1 defense.
- For every additional vessel in the squadron, the leader gains +1 attack accuracy as long as a supporting vessel is able to contribute (see below).
- The speed of a squadron is based on the slowest vessel in the squadron.

- Larger Squadrons gain more hailfire on all attacks that squad members can contribute to with similar weapon types. The amount of hailfire is in the table below
- When a squadron member dies, the squadron loses 1 morale per lost squadron member

All damage the squadron suffers is divided by a number based on the number of squad members in the table below. This amount of damage is applied to each member of the squadron. This is after damage resistance and hailfire is applied. If there is a disparity any damage resistance values, or if some members of the crew are using damage resistance and some shield armor, base the damage off the resistance of the leader. Therefore, if a squadron is consisted of identical vehicles (which will be most of the time), they will all perish at the same time. This keeps the record keeping easy for that number of vessels.

When a squadron has at least one member with active energy shields, the squadron uses the leader's shield armor, if any, in place of damage resistance. When taking damage with energy shields, apply the damage to energy shields first, and if any damage remains when the shields break it is applied directly to the target's hit points without applying damage resistance. If not all squadron members have an energy shield, then the squad leader may decide to allow attacks to bypass the squadron's energy shields completely to use their damage resistance (modified by penetration as normal) instead.

Squad Members	Bonus Hailfire	Damage Divisor
2	+0	1
3	+1	2
4	+1	2
5	+2	3
6	+2	3
7	+3	4
8	+3	4
9	+4	5

Several factors of a squadron's accuracy is dependent on whether the vessels that make up the squadron are able to contribute. There are two types of attacks a squadron can make: an ordinance attack or a basic attack.

Ordinance attacks are made up of rockets or missiles. For a vessel to contribute to an ordinance attack, they must possess such a weapon and have enough ammunition to make an attack with it. In addition, the ordinance weapon must have the same base range (or a longer range) to contribute.

Basic attacks are any ranged attacks that are not ordinance. It could be the burst lasers of a wraith, the photon blasters of a scout, or the glaive wurm of a mutalisk. A vessel can only contribute to a such an attack if they have a non-ordinance weapon. Furthermore, vessels with only a basic weapon cannot contribute to an ordinance attack. As with ordinance weapons, the weapon must have the same base range (or a longer range) to contribute to a squadron basic attack.

Joining or Leaving Squadrons

To join a squadron, a vessel must fly into a squadron's squares at the start of their turn and end their turn there. If the squadron leader approves, the vessel can join the squadron. Similarly, two squadrons can join by one flying into another and requesting to join. The leader of the target squadron becomes the overall leader. Regardless, a squadron cannot have more than 8 vessels as part of it.

To leave a squadron, a participant must declare on the start of the squadrons turn that they are leaving the squadron. They remain in their current square and are separated from the squadron, then the squadron acts normally. The vessel leaving the squad rolls their own initiative but does not get to act until their turn comes around after the turn order resets.

Awarding Experience with Squadrons

Despite functioning as one unit, every ship that is part of a squadron, friendly or enemy, counts as an individual entity in terms of threat level.

Swarms in Starship Combat

While starship combat often involves large numbers of enemies, it rarely involves swarms. The exception to this is when fighting the zerg, in which swarms of mutalisks, corrupters, and scourges are, unfortunately, rather common in massive engagements. Even then, they are most often encountered in squadrons rather than swarms.

Swarms follow all of the same rules they follow in standard combat, with a few exceptions. Primarily, despite the swarm's total size, they never collide with other ships. This includes colossal or massive swarms not colliding when sharing squares with colossal or massive capital ships. Swarms always take up a 1 square area. Swarms never pay attention to facing and maneuverability, not matter how large they are. Otherwise, swarms function identically to how they function as described in other resources.



Bombing Run

An important addition to starship combat is the bombing run. This involves a small ship, usually as a part of a squadron, making a rush towards an enemy flagship to drop a load or ordinance onto the vessel. This difficult to pull off, but it has the advantage of doing extra damage to the ship, while the projectiles ignore shields and/or point defense weapons. Only colossal or small ships can perform bombing runs, and they can only be done on ships that are larger than massive in size.

Performing a bombing run is a full-round action. To do the run, you must start outside the range of a ship's point defense weapons, and pass through, or end your turn, one of the ship's squares. You must have enough movement speed to go from outside the point defense weapon's reach to within one of the capital ships squares. Performing the run requires a pilot check, made after the movement. The DC is 5 higher than the DC of the highest active point defense weapon. Thus, if the ship has a DC 32 point defense weapon up, the DC is 37. If the ship has no active point defense weapons, it is DC 30. If you fail, you do not get to attack as part of the run. Otherwise, you get to proceed as normal.

When you move into the range of the ship's cannons, you must make a pilot check against each active point defense battery, as normal. Failed pilot checks versus the batteries will make you suffer damage, as normal. When you reach one of the squares of the enemy ship and succeed your pilot check, you can then make an attack with a rocket or missile battery weapon, functioning as though you have a target lock. These projectiles cannot be shot down by the point defense weapons and gain +20 penetration. Furthermore, if the pilot check to perform the bombing run was a 35 or higher, the attack also bypasses energy shields.

Warp Jump

Flyers with warp drives are capable of making warp jumps, journeys where they bend reality to move from place to place at rapid speeds. Two types of warp jumps can be made.

The most prevalent for space combat is the short jump. This allows the warp-capable vessel to make short 'hops' from location to location, while not moving far but going far enough to quickly distance from enemies and lose enemies tracking them. Making a short warp jump requires a full-round action where nothing else, not even moving, can be done. They instantly decide what direction they are going in, and then make a pilot test. For every 5 points they score on the pilot test, they can teleport 3 squares in that direction. For example, if the navigator scores a 15 on their pilot test, the vessel can teleport up to 9 squares in the chosen direction. At this point, any aiming or targeting effects on the warping vessel is immediately negated.

The vessel cannot warp through a larger object, and colossal and massive objects can still not share squares without resulting in a collision.

Long warp jumps are more complicated and require a full minute to warm up the warp drive. These warp jumps allow ships to fly to entirely new planets or star systems, and thus leave their present location behind them. They can even escape space combat by doing this.

Making a long warp jump requires a DC 15 computers or piloting check at the end of the minute. While charging up for a long warp, the vessel can be moving, but not making attack actions. They can still use any automated defenses, such as point defense cannons. If the check is successful, they vessel enters warp, and begins travel to a new destination. If the check fails, then the ship warps to a new location, but not the chosen spot. The new location is chosen by the GM. If the ship fails the warp jump check by 10 or more, then the warp fails and the ship does not go anywhere. The vessel must charge up their warp drives all over again.

Mass Combat

Mass Combat is the apex of warfare in the StarCraft Roleplaying Game. Is a wide, sweeping battlefield where tank squadrons follow waves of infantry, fighting beneath an aerial battle as ships try to gain air superiority while orbital flagships bombard the world from above. It is the most epic form of combat, as well as the most lethal. Tens of thousands can be killed in such a fight. The players might feel like small participants in such a battle, but high level characters with the right equipment and abilities can make a big difference on war at such a such a scale.

The foundations of mass combat are identical to starship combat, and the game uses the same rules for size, scale, range and spacing, along with the squadron, swarm, and bombing run rules. However, the inclusion of ground forces adds an extra level of complexity to mass combat.

No Attack Overages and Limited Opportunity Attacks

Because of the hectic state of mass combat, do not worry about attack overages when performing a mass combat, for either the players or the enemies. Keep things moving. Also, movement never provokes opportunity attacks in mass combat.

Infantry and Ground Forces Movement

Mass Combat covers a huge area, and each square is a vast space. When you have platoons of marine trekking across the landscape at a speed of 5, this can a huge slog. However, mass combat has a simplified method to keep things moving. When dealing with ground forces without vehicle locomotion, they can move 1 square as a full-round action. If they do so, they are then Staggered until the end of their next turn. This means they can only make a single standard action on their next turn, thus cannot move.

There are exceptions. If a ground unit has the Fleet Movement rule, common for ground based Zerg, then they cover ground much more quickly. A unit, swarm, or squadron with Fleet Movement can move 2 squares as a full-round action, or 1 square as a move action. This allows them to move very far or move a short distance and attack.

Finally, ground vehicles using vehicular locomotion can move much like flying vehicles, except only along the ground. They have a speed of 1 square per 150 maximum speed, to a minimum of 1 square. These results in most ground vehicles having a speed of 1 square as a move action. Walkers lack vehicle locomotion and move the same way as infantry.

Tank Squadrons

In mass combat, squadrons are used for more than just starships. Squadrons can be formed of vehicles and large monsters fighting together as one unit. For example, instead of having six siege tanks fighting separately, have them form a squadron of six tanks together and fight as a single force. This makes them stronger, offensively and defensively, and makes them easier to manage in combat. As with starship combat, players might find themselves leading a squadron of tanks or walkers.

Ground squadrons follow all the rules of flying squadrons listed under starship combat, except every vehicle in a ground squadrons **must** be the same type of vehicle. Therefore, you cannot mix a squadron of diamondback and siege tanks.

You can also make squadrons of Zerg creatures. Zerg ground squadrons are usually made of creatures that are huge-sized and larger. Common zerg to form squadrons in mass combat are ravagers, swarm hosts, ultralisks, and brood lords.

Ground squadrons use the rules for movement as per their unit type on the previous page. As normal, one of the primary benefits of squadron is that they split incoming damage between every member of the squadron. Because most members of the squadron should be identical, this means in, most cases, all members of a squadron should die at the same time, making keeping track of life easier.

Zerg Minion Spawning and Mass Combat

It can be difficult to keep tracking of the minions created by creatures such as swarm hosts and brood lords. Most often, they are too weak and too few in number to make any noticeable difference in mass combat. Here are a few guidelines.

Swarm Host

For the swarm host, or the similar creatures amongst the primal zerg, it is important to mark how many minions that they create. If they are part of a squadron, multiply the numbers of created by the number in the squadron. If they create between 4-8 total, these spawns can be made a squadron. However, it might be better to let these minions pool together after multiple rounds of spawning. Wait until about 30 locusts have been created in total and have them gain together to become a locust swarm. This allows a squadron of swarm hosts to create a swarm of locusts, a noticeable threat on the battlefield, every 4-15 rounds. This makes them limited maintenance for the GM while contributing greatly in combat by adding dangerous swarms.

Brood Lord

Brood lords are tricky, because they create large numbers of fairly worthless minions that have a short lifespan. Generally, it is not worth keeping tracking of how many broodlings are active, or if there is enough to create a swarm or squadron. It would be best to ignore spawned broodlings in mass combat. However, if you want some extra complexity, if you target a swarm with a broodling strike, you can give the swarm 1 broodling token for every broodling strike they are hit with. Swarms with broodling token at the start of their turn suffer 10 piercing damage for every broodling token they have, then lose 2 broodling tokens.

Platoons

The swarm mechanics, first released in Supplement 1 and then expanded in Supplement 4, are crucial to mass combat. A large part of mass battles in huge squadrons of marines marching forward in battle, ready to engage their enemy. They are met with swarms of zerglings, hydralisks, and roaches, or by zealots, stalkers, and dark templar. The battles between swarms will determine who takes control of the surface of a planet.

Because these battles involve vast numbers of troops, there is a special mechanic to keep track of these massive armies. They are known as platoons. Platoons are basically squadrons for swarms, as frightening of a notion as that may be. Platoons can only be formed of swarms of ground units that are large-sized or smaller. Unlike squadrons, platoons can be made of different types of swarms. For example, you can have a mixed unit of marine and marauder swarms in a platoon, or mixed units of zergling and hydralisks in a platoon.

Use the following rules to determine the statistics of a platoon.

- A platoon always has a defense of 1 and are unaffected by attacks that target toughness or resolve.
- As a standard action, the platoon can attack with every type of swarm in the platoon. For example, a mixed swarm of zerglings and hydralisks make two separate attacks when part of a swarm; they make a standard action attack with both the zergling swarms and hydralisk swarms. As normal for swarms, they can make both melee and ranged attacks.
- For every additional, identical swarm of a single type in a platoon, their attacks gain +5 accuracy, +10 damage, and +1 hailfire. Thus, a platoon that has four swarms of marines would gain +15 accuracy, +30 damage and +3 hailfire. This works for every type of swarm that is in the platoon. Thus, if that same platoon had 2 platoons of marauders, those marauders would gain +5 accuracy, +5 damage, and +1 hailfire on their attacks.
- The speed of a squadron is based on the slowest vessel in the squadron. The initiative of a squadron is also the lowest.
- The damage resistance of a platoon is based on whatever unit makes up the majority of the platoon. If it is a tie, use the lowest.
- When a platoon suffers damage from an attack, divide the damage by 1 per every two swarms in the platoon. Thus, a platoon with 8 swarms would divide damage suffered by 4. This is after damage resistance and hailfire is applied, including the bonus hailfire from attacking a swarm. Therefore, if a platoon is consisted of identical swarms of the same type (which will

be most of the time), they will all perish at the same time. However, when for when this is not the case, it is important to keep track of the hit points of each type of swarm.

-The maximum bonus hailfire you can gain on an attack against a swarm is increased by 1 for every swarm in the platoon beyond the first. There, when attacking a platoon of 6 swarms, you can gain a maximum of 9 hailfire against them.

-A platoon takes up 1 full square on mass combat scale.

Aircraft and Elevation Levels

While most of these new rules involve vast ground forces in a mass combat, a mass combat also can still host battles between space ships and capital ships, just like starship combat. These battles have an additional depth as well, as there are elevation differences to keep account of.

To make gameplay simpler and not worry about exact squares off the ground, all flying combatants in mass combat will belong to one of three elevation levels. These elevation levels determine how they will interact with forces at different elevation levels, and what ranges will be used.

No matter what elevation they are in, those aircraft are still placed on the encounter map. They just need a marker on the grid map of what square they occupy. For attacks, the range to those targets is based on relative elevation.

Orbital

Orbital forces are circling the battlefield between atmosphere and space. This is the ideal place for capital ships to participate in combat. In orbit, capital ships and flying ships can function without penalty. A unit that is in the battlefield at orbital range is 20 mass combat squares away from ground or low flying targets, and 14 squares from atmospheric flyers. For most flyers, they add the squares they are away on the grid to their distance for determining range. Thus a banshee bomber that is in orbit and 3 squares away from a player on the ground would be 23 squares away for determining range. Capital ships are not like this. Capital ships in orbit are always 20 squares away (or 14 squares for atmospheric combatants).

It takes 1 full-round for a combatant to move from orbit to atmosphere. It takes 5 full-rounds for a capital ship to move from orbit to atmosphere. During this time, the capital ship cannot perform any other actions and simply counts as sitting in place at orbit level until it moves to atmospheric level.

Atmospheric

Atmospheric forces fight in the sky, well within planetary orbit but high above the ground. This is a common place for aerial fighters to battle one another. A unit that is in the battlefield at atmospheric range is 6 mass combat squares away from the ground and 14 mass combat squares away from forces in orbit. They add the squares they are away on the grid to their distance for determining range.

Most ships and flying monsters suffer no penalties in atmospheric combat. Creatures that rely on being able to breathe can fight without penalties in atmosphere, and vehicles that gain bonuses in atmospheric combat, such as the banshee, gain their bonuses. In addition, **flyers in atmosphere that use a weapon with the Downward Barrage trait treat those weapons as having 1 further range increment while in atmosphere.**

While atmosphere is ideal for smaller ships and creatures, it is more difficult for capital ships. Capital ships in atmosphere halve their move speed and crew actions (minimum of 1), due to how hard it is to maintain the ship while worrying about the gravity of a planet and the tug of the atmosphere.

It takes 1 full-round for a combatant to move from atmosphere to either orbit or ground support. It takes 5 full-rounds for a capital ship to move from atmosphere to orbit or ground support. During this time, the capital ship cannot perform any other actions and simply counts as sitting in place at atmosphere level until it moves to the next level.

Ground Support

Ground support flyers are flying just above the surface of the ground, to use short ranged weapons against ground troops. Most often ground support level is used by zerg monsters and vehicles with incredibly short range, as well as transports moving to pick up or drop off troops. If you are at ground support level, you count as being at ground level for most purposes. The exception is ground support flyers cannot be attacked with melee weapons, unless they have landed, and they can pass through enemy's squares and terrain as needed. A normal ship can pass between atmospheric level and ground support in one-full round action.

Sometimes, a ground support target will have landed. This is common for transports, embarking or disembarking troops, or landing capital ships. Landed ships are easy targets, having no bonuses to their defenses and can be targeted by melee attacks. A normal ship can lift off and move to ground support level after 1 full-round action.

Going at high speeds while in ground support can be risky, making it tough for flying vehicles. You suffer a -5 to all pilot checks for every square you move in a turn. Thus, if you are flying at a speed of 6 squares per round in ground support, you suffer a -30 to your pilot check. In addition, if you fail a pilot check by 10 or more while going along the ground, your vehicle suffers 50 damage x the number of points you failed by, as you skid or collide with the ground.

Capital ships are too large to function at this elevation. If a capital ship reaches ground support level, they have landed. They cannot move on their turn and cannot use any weapons other than point defense. They must liftoff and return to atmospheric combat if they wish to contribute. This takes 5 full-round actions, where the ship counts as landed until the 5 rounds have passed.

Terrain

Terrain will sometimes play a large part in mass combat. Most often, this will be in the form of mountains, chasm, and bodies of water that will block terrain. Blocked terrain is simply impassable by ground forces. Tall blocking terrains, such as mountains, will also block line of sight for ranged attacks. There is also difficult terrain in mass combat, usually in the form of cities, ruins, and forests. Difficult terrain reduces speed going through it by half, minimum of 1. Standard infantry and walkers without additional movement still move 1 square as a full-round action but are stunned on their next turn instead of staggered. In addition, units inside of difficult terrain benefit from cover. When a stronghold is destroyed in mass combat, it usually becomes either difficult terrain or tall blocking terrain (GM's preference).

Converting Bursts

In general, bursts only effect a single unit in mass combat, instead of effecting an area. However, there are exceptions. If a burst has an area of at least 50, it effects every unit within a square, not just a single unit in a square. If a burst has an area of 150 or more, than it gains the Massive Burst trait, with an area of X/150. Therefore, a nuclear bombardment that effects 3,000 squares normally would be a Massive Burst (20) and would essentially be a Burst (20) on mass combat or starship combat square.

Cones and lines follow the same rules as bursts, generally only effecting a single target. Cones or lines of 50 would affect everyone within a square, while cones or lines of 150 would keep their shape and area, just as 1 mass combat square per 150 normal area squares. Thus, a cone 450 would be a Cone (3) in mass combat, or a line 600 would be a Line (4). Cones or lines of this area, however, are virtually unheard of.

Call-Down Abilities

StarCraft Heroes Guide contains optional rules for using call-down abilities or ordering military assets to affect the battlefield. If you are using these rules, mass combat is the ideal place to do it. It does add an extra level of complexity to mass combat, however.

Mass Combat: Optional Rules

In mass combat, it is assumed that the players are affecting the battlefield aboard their vehicles, leading a squadron of tanks or starfighters, or commanding a capital ship. However, if you use these additional rules for mass combats, you can add extra depth and complexity to the game, giving your players additional ways to affect the battle. Keep in mind, these rules are optional, and up to the Game Master whether to include or not. They do make the game more complicated.

Platoon Morale

Platoons are devastatingly powerful combatants, as they are often made up of hundreds of individuals fighting together. They can be balanced by adding in a special morale mechanic to see if they are likely to break in combat.

Normally, swarms do not use morale, and platoons are no exception. Using this optional rule, platoons can acquire negative morale. If a swarm receives 5 negative morale, they may break and begin to flee the battlefield. To mitigate morale loss, platoons can make willpower checks. They use the highest willpower in their platoon to make the check.

The following causes possible morale tests for platoons to make or lose a morale.

- If a platoon takes 250 damage from an attack, after the damage has been split between squads, the platoon must make a DC 10 willpower check. If it fails, it loses a morale.

- If a platoon takes 500 damage from an attack, after the damage has been split between squads, the platoon must make a DC 15 willpower check. If it fails, it loses a morale.

- If a platoon takes 1,000 damage from an attack, after the damage has been split between squads, the platoon must make a DC 20 willpower check. If it fails, it loses a morale.

- When a platoon makes a morale test from suffering damage, add 5 to the DC of the morale test if the attack has one of the following conditions:

- Made by an enemy attacking from atmosphere

- Made when an enemy is flanking your platoon

- Made from an enemy that is more than 10 squares away

- When a platoon makes a morale test from suffering damage, add 10 to the DC of the morale test if the attacks one of the following conditions:

- Made by an enemy attacking from orbit

- Made by an invisible enemy

- Made by an attack with the Massive Blast trait

- If a platoon ends its turn adjacent to 3 enemy squadrons or platoons and has no adjacent allies, it must make a DC 20 willpower test. If it fails, it loses a morale.

If a platoon reaches negative 5 morale, it breaks and scatters, and counts as destroyed. The fate of its combatants is up the GM.

Different races function differently with regards to platoon morale:

- If a platoon is entirely made up of Protoss, it gains +2 to willpower checks. Protoss have great bravery.

- If a platoon is made up entirely of controlled zerg, void entities, robots, or Emotionless characters, it does not gain morale and will never break.

- If a platoon is made up entirely of animals or beasts, it suffers -4 to willpower checks.

- If a platoon is made up entirely of primal zerg, it suffers -2 to willpower checks. Primal zerg are chaotic and will usually not fight to the death. However, see Primal Pack leaders on the next page.

These rules give depth to combat by worrying about the morale of the soldiers on the field of battle. If done correctly, it can also speed up combat by causing large platoons to disappear without having to use all their wounds. It will also allow platoons to have player leaders in battle, and work with the player leadership system (see next page).



Platoon Leaders

Not all characters want to engage in mass combat on a star fighter or tank. Perhaps some are leaders of some renown, who are best off leading their troops into battle. A character wants to follow the likes of James Raynor or Horace Warfield, spearheading an assault by shouting orders to their squadrons while making a frontal charge into battle.

When using this rule, a heroic leader can guide a platoon to be much more effective than the sum of its parts. This is done through leadership, instead of combat prowess. Leaders usually are deployed into battle leading a platoon, and stay with the platoon until victory, defeat, or they are forced to go on their own. Only large-sized or smaller characters can lead a platoon.

When one of your player characters, or an NPC, is leading a platoon, it gains the following benefits.

- The platoon uses your initiative.
- You control the platoon's actions in combat.
- The platoon uses your willpower to resist morale damage.
- You always move with the platoon, and you and the platoon share the same actions.
- If the platoon spends a standard action to attack, you can perform any normal standard action, such as attacking with your own weapon or manifesting a psionic power.
- You cannot apply tactics combat augmentations while leading a platoon.
- You do not suffer damage when the platoon is attacked, unless the square you are part of is hit by a Massive Burst attack or an area attack that effected the entire square. If this is the case, you suffer damage as normal for being attacked separately. Otherwise, you cannot be targeted separately from your platoon.
- You can leave your platoon by moving out of their square. If you do, your platoon loses 1 morale.
- As a free action at the start of the platoon's turn, you can apply a platoon leadership combat augmentation that lasts until the start of your platoon's next turn. Pick one of the results below and apply it to your platoon. The effect varies based on how high your leadership check was.

Combat Augmentation	DC 25	Every +10 result (max of DC 45)
Grand Charge	Platoon cannot make a ranged attack. However, they can move and still make a melee attack, despite it being a full-round action. If they did not move, they can make two melee attacks against a single target.	Melee attacks gains +2 hailfire per overage
Inspirational Speech	Platoon regains 1 lost morale and gains +2 to their willpower checks against losing morale for the next turn	Platoon regains 1 extra lost morale and bonus to willpower checks increases by 2 per overage
Overwhelming Firepower	Platoon cannot make a melee attack. However, they can make two ranged attacks against the same target.	Ranged attacks gain +2 hailfire per overage
Treat the Wounded	Every swarm in the platoon regains 50 hit points.	+50 hit point recovery per overage.
Valiant Defense	When the platoon is attacked, reduce the damage done to each individual swarm, after damage is split, by 10.	+10 damage mitigation to swarms per overage

Tyrants of Fear: Primal Zerg Pack Leaders

Another form of leading your troops into battle is to be a massive primal pack leader that guides your forces in battle. To do this, you must be a primal zerg that is at least gargantuan sized that can function as a pack leader. As a pack leader, you do not fight with your platoon. Instead, you loom over the battlefield in your massiveness, and command your pack through fear.

As a primal pack leader, you must determine your range of influence. This range is equal to $\frac{1}{2}$ your willpower, +2 for every size you are larger than gargantuan. This is your command aura. Thus, a colossal sized primal with 8 willpower would have a range of 6 squares. Thus, your command aura would affect all primal zerg within 6 squares at mass combat scale. All your primal platoons at this range would use your willpower instead of their own for morale checks, and do not suffer the -2 to morale checks for being primal zerg platoons.

In addition, you can provide special command benefits to guide all your nearby primal platoons as a standard action. This function like the leadership combat augmentations done by platoon leaders but effect all platoons and swarms within your command aura. Due to the brutal nature of primal leadership, these commands cost your swarms hit points. These augmentations use the command skill, instead of leadership. You can still use normal command tactics instead of these.

Combat Augmentation	DC 25	Every +10 result (max of DC 45)
Consume the Fallen	Each of your swarms suffers 500 damage, but gains a special condition called Evolved Swarm (X), where X is the number of swarms in the platoon that suffered damage and survived. Evolved Swarm stacks for each time this ability is used. The platoon gains +5 damage and penetration with all attacks for the value of the X. Evolved Swarm lasts until the mass combat ends.	Platoons gains Evolved Swarm (+2) for every overage, but suffers an +250 damage every overage
Push	Each of your swarms suffers 200 damage, but can move at +1 speed that turn	Platoons move at +1 speed for every overage, but suffer +200 damage every overage
Reckless Attack	Each of your swarms suffers 250 damage, but attacks at Hailfire (+3)	Platoons attack at Hailfire (+3) per overage, but suffer +250 damage every overage

If a pack leader is a natural flyer, then they must be flying at the same altitude level as the troops they are supporting. Thus, if they are wanting to empower ground forces and hordes of primalisks, they must be on the ground or at least flying ground support to provide their command aura over their horde.

Stealing Command

It is possible to steal command of a rival pack leader's soldiers in mass combat. To do so, the enemy must be within your command aura, and you can only target a single creature/ squadron/ swarm/ platoon as a standard action, and all units/ swarms being targeted must be below $\frac{1}{2}$ health. You make a command check, opposed to a DC of the target's resolve + the command skill of their current pack leader. If you succeed the check, those primals are now yours. If you fail, the action is wasted but can be tried again.

Battlefield Conditions

Mass combat is more of an exception than the rule for major battlefields. Mass combat assumes you are leading forces into battle or fighting on a unit that can threaten major battlefield opponents. Most of the time there is a major battle going on, the player characters are on foot trying to navigate the conflict and complete the objective. In a situation like this, there is no need to control every participant in the battle. Instead, you want to have raging battlefield conditions that make your players feel like they are in a war and must react against.

These following modifiers can be applied to an area to representing players maneuvering through a dangerous battle zone at character scale. Around them are bombardments and explosions, crashing ships, burning buildings, and overwhelming fire of troops. When designing encounters in the middle of a battlefield, consider adding one or more of these modifiers to the battlefield. They will make the encounter more memorable and difficult.

Artillery Strikes

Random artillery strikes bombard the surrounding area. For every character that is without a roof over their head at the start of their turn, roll a 1d20. On a 16+, they are hit by a random bombardment. Make the following attack centered on them: +10 accuracy, 60 damage, penetration 10, burst 2, no max overages. Because it is a burst, others may be hit by the attack as well. These target both friend or foe. If a character is in an entrenched, defensive position, they are only hit by a random strike on a natural 20, and they gain cover against the attack.

Crashing Ships

There is a chance that a small tactical fighter will be shot down and crash somewhere on the battlefield. At the start of every round, roll a natural d20. On a 20, a ship is coming down in the character's area. Pick an area somewhere in the battlefield and have everyone make DC 30 perception checks. If the checks are successful, they realize a ship is coming down at that designated location. Everyone needs to clear out of the area immediately or take damage at the start of their next turn. At the start of the next turn, make the following attack at the location: +10 accuracy, 120 damage, burst 6, delay trait.

Crumbling Buildings

Buildings in warzones are often compromised and ready to collapse on a moment's notice. If characters are taking shelter within a damaged structure, it might collapse on them. When a ruined building is within 3 squares of a colossal creature, burst attack, or any attack that deals 100 or more base damage, roll a d20. On a 12+, a building section collapses. Roll another d20. Refer below for what happens.

-1-10 (Wall Collapse): A section of wall, up to the GM, collapses. That way is now passable. Anyone within 3 squares of the wall takes a +5 attack against them, suffering 30 damage, hailfire 2, on a hit.

-11-15 (Floor Collapse): A burst 2 section of floor, chosen by the GM, collapses. Anyone in the area can make a DC 20 acrobatics test to evade and get out before they fall. They must have enough shift speed to get out of the collapsed ground. If they do not, they go down to the floor below, taking normal fall damage, and are knocked prone and staggered for 1 turn.

-16-20 (Ceiling Collapse): A burst 2 section of ceiling, chosen by the GM, collapses. Make a +20 attack against the defense and toughness of everyone within the area. Everyone whose defense is hit suffers 30 damage, hailfire 2. Everyone whose toughness is hit is knocked prone. Every whose defense and toughness are hit are knocked prone, staggered for 1 round, and immobilized under piles of debris. It takes a DC 20 strength check as a full-round action to clear the debris and allow the trapped individual to move again.

Endless Swarm Reinforcements

In some battlefields, swarms might receive constant reinforcements, fresh troops refilling the ranks of losses within a swarm. If this is the case, at the start of every turn, swarms receiving reinforcements regains 10% of their maximum hit points.

Explosive Traps

Certain battlefields may be filled with mines, traps, and planted explosives to deter enemies. You can choose to mark an area as a hazardous, trapped location. A DC 30 perception checks will notice the presence of traps in an area in front of you. If you need to move into a trapped area, you can do so carefully or quickly. Carefully is slow but gives you a chance to avoid the traps. Quickly means you will probably trigger traps but are at least not slowed down.

If you are moving slowly, you use 3 squares of movement for every square you use. However, you can make a DC 20 perception check for each square. If you are successful, you have not triggered a trap. If you fail, roll a d20. On a 12+, you trigger trap. On the other hand, if you are moving quickly, you can travel at your full speed, but do not get to make a perception check to avoid triggering a trap. Every square you move, you trigger a trap on 12+. Either way you move, the trap has a +10 accuracy bonus, deals 40 damage, penetration 5, on a burst 1 area around you.

Fields of Flame

Gas and oil catches fire and creates large fields of flames. With this condition, create an area of burning flames that is as large as you need it to be. Anyone that moves into or ends their turn within the fire suffers 30 damage. The flames also make a +10 attack against them, giving them the Burning condition if it hits. In addition, the flames create smoke, which creates improved concealment and makes it impossible to breath. Fields of flames will often spread in certain circumstances. If you deem a field of flame is spreading, have it move outwards 1 square in every direction each round. This will force players to redirect to get away from a shrinking battlefield.

Flagship Down

A capital ship crashing to the ground can have catastrophic impacts on the battlefield, even if it is miles away. You may determine, based on battlefield events, that a capital ship is crashing to the ground within a few kilometers of the players. No check will be required to see this. The ship will crash after 3 rounds, and then its effects will persist over 10 rounds.

Round 1): The capital ship makes impact with the ground. Every character on the battlefield must make a DC 35 acrobatics test or fall prone. Vulnerable structures will probably collapse or suffer severe structural damage. In addition, the noise makes leadership checks and communication impossible.

Round 2): As the reactor on the ship flares, it releases a blinding light. Everyone without total cover from the blast is blinded for 2 rounds.

Round 3-5): Explosive debris rains over the area. For the next 2 turns, treat the battlefield as having the Artillery Strikes condition listed above. If there is already the artillery strike condition in the battlefield, it gains +10 accuracy and the natural d20 check to see if it activates gains a +5.

Round 6-10): The shockwave and debris cloud has reached the area. At the start of every turn, everyone within the battlefield suffers 20 piercing damage and must make a DC 35 athletics check to remain standing. These effects are negated if you have total cover. In addition, the entire battlefield is limited movement, vision is blocked with improved concealment, and perception checks automatically fail.

Suppressing Fire

An area of the battlefield is caught between two opposed forces, hurling volleys of shots between one another. Passing into the area of fire is a dangerous proposition, as you will likely get hit by a large number of projectiles. Entering an area of suppressing fire requires a DC 20 willpower check. If you fail, you cannot enter the area that round. If you do enter the area, the entire space is an ongoing area of suppressing fire as per the Core Rulebook, using the following attack profile: +20 accuracy, 25 damage, penetration 5, hailfire 2. For every 5 points an attack hits you by, add hailfire to the attack.

Survivors

There is a group of civilian survivors belonging to your faction in the battle zone! They are attempting to get free of the battlefield, and you may decide it is your responsibility to help them. Rules wise, the survivors count as a swarm of the basic civilians for your race and faction. The survivors will likely take damage from other battlefield conditions and the enemies on the battlefield. For every 250 hit points the survivor swarm loses, all players lose 1 morale. You do not lose this morale if you are jaded. If you can get the survivors to a safe location, as judged by the GM, all characters gain 1 morale.

Wayward Shots

The battlefield is full of bullets, spikes, and energy bolts zipping around the battlefield. For every character that is without improved or total cover, roll a 1d20. On a 12+, they are attacked by a random projectile originating from either side of the battlefield. Make the following attack centered on them: +20 accuracy, 20 damage, penetration 5, no max overages.

Epic Feats

StarCraft is a very heroic setting, with great individuals performing amazing feats of prowess and skill to conquer their foes. These feats combine skill, bravery, and grace together to perform stunts that will allow a lone individual to quickly take down a massive and powerful enemy. To represent these accomplishments, there is the new, optional epic feat system.

The epic feat system allows a character to make a series of skill checks to quickly take out a larger enemy. This system can be powerful and is thus optional to include in a game. The Game Master should think carefully if they are going to include this system in their game, as it can often make major threats much easier. Epic feats, if allowed, can only be performed by medium-sized heroic characters, and can only be used against certain gargantuan-sized or larger enemies. A character can only perform an epic feat once per encounter, whether they are successful, or they fail.

Activating an Epic Feat

To activate an epic feat, you must be within 6 squares of the target you are going to try to overcome. You must pay one of the following costs to begin the epic feat.

- You must be at positive 5 morale levels, and spend all those morale levels to activate the epic feat
- If you are jaded, cynic, or emotionless, you must have personally slain 10 enemies that encounter to activate the heroic feat. Only characters with those talents can use this method.

Once you pay the cost, you begin the process of making an epic feat. An epic feat always involves a tactics check and several skill checks (usually acrobatics and athletics) to pull off. These actions are finished with an attack roll that gains a massive bonus. The exact combination of checks and the bonus on attacks depends on the type of target, following the specifications listed below. To pull off the epic feat, **you cannot fail more than 1 skill check**. If you are 5 or more levels higher than the target, you can fail 2 skill checks instead. Whether you succeed or fail, you end your turn anywhere within 6 squares of the target, at a location of your choosing.

Epic Feat Target: Armored Ground Vehicle

Ground vehicle are powerful weapon systems that include siege tanks, thors, and cyclones, but will work on any ground vehicle that is gargantuan or larger. To begin the take down of a tank, you must first succeed a DC 35 tactics check. Afterwards, you must succeed a DC 35 athletics check, followed by a DC 35 acrobatics check. If the vehicle is larger than gargantuan-sized, you must succeed an additional athletics and acrobatics check for every size it is larger than gargantuan. Afterwards, you must make a DC 35 pilot check and an athletics check with a DC equal to the vehicles damage resistance -10. If you succeed all of those, you can make one of the following attacks:

- You can make a melee or ranged attack against the vehicle. The attack gains Penetration and Rending (+20) and targets a location of your choice.
- You can make a melee or ranged weapon attack against the pilot.
- You can drop an explosive in the vehicle. Against any pilots or crew onboard the vehicle, the explosive automatically hits and gain Hailfire (2). The explosive also damages the vehicle, except it gains Piercing damage versus the vehicle.





Epic Feat Target: Aircraft or Flying Monster

Aircraft can be valuable targets to hit, to remove a powerful flying target from the air. However, doing so is difficult because they are, obviously, flying in the air. The most common ways to initiate combat with a flyer is to be dropped on one from above, jumping from an elevated position onto a flyer, or going from one ship to another. To begin the take down of a flyer, you must time it right with a DC 35 tactics check. Afterwards, you must succeed a DC 35 athletics check, followed by three DC 30 acrobatics checks, then another DC 35 athletics check. If the vehicle is larger than gargantuan-sized, you must succeed an additional athletics check for every size it is larger than gargantuan. Afterwards, you must make a DC 35 pilot check and a DC 35 acrobatics check (or, if is a monster, DC 30 tactics check and a DC 35 acrobatics). If, you succeed all of those, you can make one of the following attacks:

- You can make a melee or ranged weapon attack against the pilot if it is a vehicle.
- You can make a melee or ranged attack against the vehicle/ monster. The attack gains Penetration and Rending (+20) and targets a location of your choice.
- You can drop an explosive inside of it, if it is a vehicle Against any pilots or crew onboard the vehicle, the explosive automatically hits and gain Hailfire (2). The explosive also damages the vehicle, except it gains Piercing damage versus the vehicle.

Epic Feat Target: Giant Monster

Giant monsters are some of the greatest threats to deal with, as these hulking Zerg monstrosities can fight armies on their own. To begin the take down of a monster, you must first succeed a DC 35 tactics check. Afterwards, you must succeed two DC 35 athletics check followed by a DC 30 acrobatics. If the vehicle is larger than gargantuan-sized, you must succeed an additional athletics check for every size it is larger than gargantuan. Afterwards, you must make a DC 35 acrobatics check and a DC 30 tactics check. If, you succeed all of those, you can make one of the following attacks:

- You can make a melee or ranged attack against the monster. The attack gains Penetration and Rending (+20) and targets a location of your choice.



Experimental Terran Equipment

As your players reach the highest levels, they will be working on finishing their equipment to be dressed in the greatest Tier 3 armors and weapons. Normally, this means they have little to look forward to for equipment. This is fine, they have gone a long time upgrading their equipment and deserve to be at the peak! However, if you wish to have further rewards for exceptionally powerful terran characters, there are experimental equipment that is beyond even the capacity of tier 3 gear.

Experimental gear is usually found in weapons labs or being used by the most elite government operatives. The players are most likely to be granted the gear by their benefactors but may find them when storming government labs and military bases. Because these weapons are so unique, they cannot be given weapon or armor upgrades, and usually use their own ammunition types, which are quite rare.

Experimental Weapons

Terran experimental weapons are some of the greatest personal weapons in the sector.

Eradicator Pistol

One-handed Pistol

Damage: 30

Accuracy: +5

RoF: Slow

Range: Short

Shots: 3 shots from one battery

Power Rating: +5

Weight: 40 lbs.

Special Traits: Penetration (30), Rending (20), Focusing Beam

Description: A weapon of Umojan design, the eradicator pistol is a grizzly piece of work for assassins. When fired, it shoots a beam of antimatter that disintegrates its target down to the base particles. This weapon was deemed too gruesome to be released or put into circulation, and its very existence has been denied. Regardless, a few of these weapons are still around.

***Power Cell Charge:** This weapon gains its ammunition from Tier 3 Power Cells, which are loaded in the weapon like a magazine. The power cell gives the weapon 3 shots.

Monomolecular Force Blade

Two-handed Melee Weapon

Damage: *

Accuracy: +6

RoF: Slow

Range: Melee

Shots: NA

Power Rating: +10

Weight: 12 lbs.

Special Traits: Penetration (20), Duelist's Skill*, Sweeping Strike*

Description: The latest terran effort in recreating the protoss psi blade, this variation greatly surpasses the original design. The long hilt of this weapon creates a powerful but laser thin blade that takes some practice to use, but can effectively disembowel enemies in a single, penetrating strike. While a design success, these weapons are incredibly difficult to replicate and are thus extremely rare.

***Duelist's Skill:** This weapon's effectiveness is very dependent on the user's skill. Its base damage is equal to 10x the user's melee skill.

***Sweeping Strike:** When you perform a charge action, instead of attacking a single target at the end of your move, you make a single attack and apply it to every target you moved adjacent to over the course of your charge. When used in this way, the blade has a damage value of 5x the user's melee skill. You make a single melee attack roll and apply it to every enemy you moved past. This attack has no overages.



Plasma Rifle

Two-handed Rifle

Damage: 80

Accuracy: +2

RoF: Average

Range: Medium

Shots: 10 shots from one battery

Power Rating: +10

Weight: 40 lbs.

Special Traits: Piercing, Long Reload, Plasma Melt*, Power Cell Charge*

Description: The plasma rifle is a new weapon that is gaining some attention as a lethal and effective tool. It fires supercharged plasma that melts its target, dealing horrific damage. Instead of using designated ammunition, it is charged with a Tier 3 power cell. Compared to a ballistic firearm, the plasma rifle is fairly inaccurate and short ranged, but its effectiveness up close cannot be understated.

***Plasma Melt:** If this weapon deals damage to a target that is massive sized or smaller, the target gains the Melting condition. If the target already has the melting condition, then the condition gains Hailfire (1). This stacks with multiple hits against a melting target.

***Power Cell Charge:** This weapon gains its ammunition from Tier 3 Power Cells, which are loaded in the weapon like a magazine. The power cell gives the weapon 10 shots.



Rail Cannon

Two-handed Heavy Weapon

Damage: 60

Accuracy: +5

RoF: Fully Automatic

Range: Distant

Shots: 20 mag-rails

Power Rating: +10

Weight: 140 lbs.

Special Traits: Penetration (30), Heavy, Extreme Recoil, High Velocity, Extremely Long Reload

Description: The rail cannon is so powerful, that it eclipses most vehicle weaponry. Essentially the mixture between a chaingun and a railgun, these spinning, magnetic accelerated barrels fire long, charged slugs at a high rate of fire and speed. This weapon creates an ungodly racket when it fires, and a path of destruction against everything it is used against. Because the specialty slugs this weapon uses are so large, it can only hold a small number before it runs out of ammunition. Mag-rails cost 100 credits.

Vortex Grenade

Thrown Explosive

Damage: 60

Accuracy: +5

RoF: Thrown

Range: Short

Shots: 1 (Consumable)

Power Rating: +10

Weight: 0.5 lbs.

Special Traits: Burst (4), Piercing, Gravity Well, Grenade, Delay

Description: The vortex grenade is a terrifying weapon of destruction that creates a miniature gravity well that pulls everything into the area, crushing and tearing them apart. The creation of these grenades is a coveted secret, and many black ops operations have taken place between corporate arms manufacturers and government researchers to control the production of vortex grenades. It is wildly believed the secret of their existence is reverse-engineered protoss technology.

***Gravity Well:** The area of the grenade remains for 3 rounds, dealing 60 piercing damage to everything that ends their turn within the area. In addition, the grenade passively pulls characters within 6 squares of the grenade towards it. Resisting this pull is a DC 30 athletics check. If the check fails, you are pulled 3 squares toward the center of the blast and are immobilized for 1 turn. If is successful, you are slowed for 1 turn.

Experimental Armor

Terran experimental armor perfects the best that they already have.

Eidolon Hostile Environment Suit

Heavy Armor

Damage Resistance: 14

Defense Penalty: -0

Resistance Rating: +3

Mounted Gear: Tier 3 Communicator, Tier 3 Tactical Mask

Ability Score Bonuses: Strength +4, Agility +3

Weight: 15lbs

Special Traits: Elemental Protection, Radiation Shielding, Shadowed, Oxygen Supply, Personal Cloaking, Armor Decay, Psionic Resilience*, Jupiter Reactor*

Description: Eidolon suits are the newest variation of the ghost armor, given to the greatest and most loyal ghost operatives after the End War. This armor reacts heavily with the wearer's psionic energy; as the user focuses their psionic powers to strength themselves, so does the armor harden along with them.

***Psionic Resilience:** The armor gains +2 damage resistance for every augmentation power you have active.

***Jupiter Reactor:** Reduce the sustain cost of all your powers by 1 and allows you to recover 2 energy at the start of every turn.



CMC-480 'Command' Powered Combat Armor

Super Heavy Armor

Damage Resistance: 32

Defense Penalty: -3

Resistance Rating: +5

Mounted Gear: Tier 3 Flashlight x4, Tier 3 Geiger Counter, Tier 3 Communicator, Tier 3 Gravity Boots, Tier 3 Binoculars, Tier 3 Navigation Unit, Tier 3 Digital Uplink, Tier 3 Equipment Belt x3, Tier 3 Backpack

Ability Score Bonuses: Strength+8, Instinct +4, Agility +2

Weight: 600 lbs.

Special Traits: Powered Armor, Very Cumbersome, Elemental Protection, Radiation Shielding, Oxygen Supply, Self-Medicating, Fall Protection (10), Command Uplink*, Short Ranged Scanners*

Description: The most updated version of the CMC armor line, the CMC-480 is designed for the highest-ranking military officers of the terran Dominion. It provides supreme protection and attribute enhancement, while also providing communications systems that allow the officer to provide tactical data for everyone under their command.

***Command Uplink:** The character wearing this armor can provide leadership combat augmentations and rally actions to anyone within 1 kilometer that shares their digital uplink data. The user and everyone on their leadership gains advantage on all tactics checks.

***Short Ranged Scanners:** At the start of each of the character's turns, the armor performs a detector action with a range of 6 squares. This does not use up one of the character's actions. This data is automatically fed to the digital uplink and provided to all allies.

Experimental Gear

Terran experimental gear are consumable items that nonetheless possess great power.

Chrono Rift Device

Expendable Gear

Weight: 4 lbs.

Traits: This item can be deployed within 6 squares of the character or can be planted and set to activate after 1-10 rounds. When it deploys, it creates a slow time field in a Burst (5) area from where it was deployed. Everyone within or entering the area are slowed and suffer Swiftiness Drain (10) as long as they remain inside. The field lasts for 5 rounds before the device wears off.

Description: A recreation of Xel'Naga technology created by Dominion weapon's researchers, the pyramid-shaped chrono rift device creates an area of slow time that can severely hinder an enemy's ability to move or defend themselves. These items are created by taking Xel'naga artifacts and repurposing them with terran tech, creating a hybrid of both species' technology. These devices are expendable and do not last long, but they can make a huge difference.

Revitalizing Serum

Expendable Gear

Weight: 0.5 lbs.

Traits: Revitalizing serum can be used like a drug or chemical on any terran character. If it is used on anything but a terran, it counts as a poison with an Endurance DC of 50, that deals 100 poison damage. When used on a terran, the character is stunned for 1 minute, as they are overcome with pain and nausea. However, they regain 2 spent healing thresholds per round the serum is active, and instantly recover from all active chemicals, withdrawal effects, and addictions. After the minute is over, the character gains the Health Boost (6) condition, while also suffering the Skilled Drain (4) condition. These conditions last for 1 hour. A character cannot benefit from a revitalizing serum while they have the effects of the serum active already.

Description: Revitalizing serum is a rare chemical designed for terrans but recreated from Zerg DNA. The serum is designed to forcefully rebuild and reconstruct an individual's genetic makeup to hasten the recovery and healing of a terran character. The process is agonizing and leads to the subject being confused and lightheaded for an hour, but gives them a clean bill of health, as if they were rested, recovered, and completely free of toxins.



Ancestral Protoss Equipment

Many protoss war gear is ancient, passed down from bloodlines or from mentor to student. Over time, the equipment wears down, becomes damaged, and waits for the new bearer to bring their ancestral gear to its former glory. This is known as ancestral equipment, which is gear that your character inherited from predecessor, and upgrades over time to make it more powerful.

Ancestral equipment is designed to give a protoss character gear that scales with them, while reducing the amount of gear customization they have over time. Eventually, the ancestral gear of a character will be more powerful than they would ordinarily become. Thus, this system rewards characters for investing in their favored equipment.

Ancestral Gear Basics

Ancestral gear is chosen only at character creation. You cannot gain ancestral gear later. They are items that are passed down to your character from their predecessors at the start of their career. Ancestral gear are always weapons and armor, and you can chose to have both weapons and armor. When creating a character and choosing to have ancestral gear, you must follow the following guidelines.

- One two-handed melee weapon, one implement, or two one-handed melee weapons.
- One suit of armor

At character creation, you only begin gameplay with your chosen ancestral weapons and armor, and do not gain weapons or armor from your starting class. In addition, you do not begin the game with any bonus honor.

The penalty for ancestral gear, is that you are heavily invested in your equipment, and much of your time and resources is invested in improving your gear. Therefore, you have a penalty to all honor you would gain. Total up the base honor cost of all your ancestral items. This total is a reduction to all honor gains you receive. For example, if your ancestral gear consists of two psi blades (15 honor each), and a protoss heavy power suit (35 honor), you will reduce all honor gained by 65% (rounded down as normal). This is the penalty for investing so much in your ancestral equipment.

If you part with your ancestral gear, willingly or unwillingly, the penalty to honor gain does not abate. Even if you willingly parted from your equipment, you are shamed in the community for parting with such sacred equipment and receive less honor.

If you are starting at higher than 1st level and using the ancestral gear system, you reduce your starting honor by level by the percentage of honor loss. Keep in mind, that this system should be carefully implemented on characters that start at 20th level or higher, because it is usually strictly advantageous at that level. Ancestral gear is a system that involves working towards a goal and overcoming the downsides, not simply benefitting a character that does not have to pay the consequences. As always, the Game Master can say no to using this option, especially for higher level characters.

Your ancestral gear can be made into artifacts, via the artifact creation system in Supplement 5: The End War. They can still gain abilities and increase in tier once made into artifacts. However, the artifact effect you applied is permanent and cannot be changed, so choose it carefully!



Ancestral Gear Benefits

Your ancestral gear automatically increases in tier when you reach certain levels. In addition, when your gear increases in tier, you also gain an additional benefit for your chosen equipment.

At level 10, your ancestral gear improves to tier 2 and gains a generalist benefit. At level 20, your ancestral gear improves to tier 3 and gains a specialist benefit. At level 30, your ancestral gear gains an epic benefit. You chose what benefit your gear gains. The benefits are organized by item type.

Generalist Weapon Benefits

Force Aura: Weapon gains bonus penetration equal to your PL

Psionic Surge: When hitting a target, weapon deals a hit of damage to target and ally adjacent enemies equal to 3x your Psi level in damage. This does not require an attack roll.

Masterful Design: Weapon can make 1 more strike than normally allowed for attack speed.

Specialist Weapon Benefits

Overcharged Strike: When charging with this weapon, it deals +10 damage on a charge. In addition, you gain an energy aura after the charge. Anyone ending their turn adjacent to you suffers an automatic 3x your PL damage.

Sweeping Strikes: Your weapon gains Cleaving (+1).

Imbedded Warrior's Spirit: On hitting a target with your weapon, you gain the Swiftiness Boost (2) condition. This goes away at the end of your next turn, unless you hit a target with a weapon attack that turn as well. The condition lasts if you keep hitting enemies on your turn. It does not stack, however, with multiple hits of weapons with this trait, always remaining at Swiftiness Boost (2).

Epic Melee

Impaling Blade: You weapon gains +4 rending and deals +1 crippling wound point when dealing a crippling wound.

Master's Blade: Weapon deals +2 damage per attack overage.

Teleporting Weapon: You can project your weapon as a ranged attack at a target within short range. The weapon only makes a single strike, but otherwise uses your normal accuracy and damage. The target is flat-footed against the strike. Afterwards, the weapon teleports back into your hand.

Generalist Implement Benefits

Psionic Channeling: When you perform a focus combat behavior, your implement functions as if you were 1 psi level higher.

Precision Implement: Your implement gains +2 accuracy.

Energy Storage: Your implement's 'ammunition' or shot capacity is increased by 100%.

Specialist Implement Benefits

Psionic Emissions: When you attack with this weapon, all adjacent enemies to you take an automatic 4x PL damage.

Supplemental Power: After you attack with your implement, you can manifest a power that normally takes a standard action as a move action that turn. That power costs +2 energy fatigue.

Psionic Destruction Field: When you attack with your implement, it leaves a field of psionic destruction around the feet of the target. This effects a Burst (2) area centered on the target. Until the start of your next turn, anyone who ends their turn in the area suffers 4xPL damage.

Epic Implement Benefits

Chain Reaction: When you attack with an implement that only hits a single target, after the attack it bounces to an enemy adjacent to the primary target. Use the same attack roll at -5 accuracy against the bonus target. If the weapon effects an area instead, it does not chain to a second target, but instead gains +2 accuracy.

Energy Stores: Once per encounter, you can recharge your implement as a minor action. If you are successful, you also regain 10 energy and 20 shield points.

Lethal Instrument: Your implement's damage is increased by 3 power ratings.

Generalist Armor Benefits

Strength Shield Projectors: While wearing your armor, your energy shield increases by 20 points.

Additional Plating: Your armor improves its damage resistance by 1 resistance rating.

Cybernetic Augments: While wearing the armor, it provides you with a +1 equipment bonus to strength and agility, or increases its bonus to strength and agility by 1.

Specialist Armor Benefits

Customized Crystal Array: Your armor has two additional augmentation crystal types of your choice. These two crystal slots do not count towards your maximum of crystals.

Boosted Speed: You gain +2 move speed when wearing your armor.

Backup Shields: Once per encounter, you can spend a minor action to regain 50 shield points.

Epic Armor Benefits

Protection System: While wearing your armor, you gain +2 toughness and are immune to the burning, melting, and bleeding conditions.

Masterwork Armor: While wearing your armor, you reduce all crippling wounds suffered by 1.

Refocused Psionic Energies: While wearing your armor, when you manifest a psionic power, you regain 10 spent shield points.

Promotion: Increasing Heroic Tier

Promotion is an optional rule for the highest-level campaigns. It occurs when your players have performed deeds of such epic scale and magnitude that they are no longer mere participants in the Koprulu Sector, but major players instead. People are in awe of them, their deeds are well known, and their skills legendary. Promotion involves recognizing the players great deeds and giving them a promotion by increasing their heroic level.

At character creation, the GM will determine a heroic power level for the characters. Most campaigns you will be normal heroic power level, with starting characteristic points of 25 and 4 characteristic points per level. Some campaigns, if the players were fundamentally very exceptional, it may be one of the two higher power levels. With a promotion, extremely high-level characters may increase their power level one step. By doing so, they gain a massive surge of characteristic points, recognizing their epic deeds and identity as major players in the StarCraft setting.

To review, these are the power levels and the characteristic points that they give.

Character Power Level	Starting Characteristic Points	Characteristic Points per Level
Heroic	25	4
Advanced Heroic	32	5
Epic Heroic	40	6

When you gain a promotion, you gain the characteristic point difference between your old level and your new level. For example, if a player is a level 28 character going from heroic to advanced heroic, they would gain +7 characteristic points (32-25) plus 27 characteristic points (1 additional per level from 2-28). This means, that you would have a sudden gain of 34 characteristic points to spend.

In general, a promotion should only take place during downtime, when you have at least 5 days to yourself to relax, train, and reflect on your accomplishments. It should also take place after a major plot event occurred, one that warranted a promotion. There are guidelines below on how to handle promotions.

Increasing to Advanced Heroic Tier

Increasing to advanced heroic tier means the players are more than exceptional and are noteworthy individuals in the universe. They are the best of the best, elite warriors called upon to solve the greatest problems. Their reputation has preceded them, and their services are in highest demand.

Promoting a heroic character to advanced usually occurs after level 20, but more often after level 25. They must have performed a feat that of epic significance, such as winning a massive, major battle by themselves. They have proven their great skill and are promoted to advanced heroic characters. In addition to their characteristic points, this should come with a great deal of fame and notoriety for their deeds.

Increasing to Epic Heroic Tier

Epic heroic characters are exceedingly rare, a fraction of a percent of the population. They are the major movers and shakers of the StarCraft setting, the type of people that shape the universe rather than just live in it. They are leaders and innovators. They are heroes or monsters of epic proportion. Very rarely should characters be promoted to epic tier.

If characters are promoted to epic tier, it should not be until they have started gaining paragon levels. While simple military prowess is enough to be promoted to advanced heroic, epic heroic characters should be something more. This reward should be given to players that make up their own mind, follow their own agenda, and have proven they are more than just hired help. They shape the universe instead of simply fighting for it. If this idea represents your players, you might consider them for an epic heroic promotion.

Achievements

Achievements are another optional system for rewarding players for playing one character throughout a campaign. By choosing to use the achievement system, your players will receive tiny bonuses for their characters after every campaign mile marker. In general, this should be every 4-8 levels, but only after a major checkpoint or plot event occurs. Once your campaign has reached a mile marker and you decide your players deserve an achievement, you as the Game Master choose an achievement from the list below, tailored to each player, and grant it to their character. The players do not choose what achievement they gain; you give them out as rewards. You determine achievements based on your players roleplay and conflict resolution style.

The important part about achievements is that they are only given out as gameplay rewards for existing characters. New characters do not have any achievements, regardless of starting level. This is a system to reward players for character loyalty. It can be punishing for players who lose characters, as they lose any achievements they had and do not gain new ones for the new characters. However, this encourages smart play and not being reckless with one's character. In addition, if players ask to create new characters to replace their old ones, this encourages them to stay with one character throughout a campaign by them gaining achievements.

In general, a single character should not have more than 5 achievements and should not have a single achievement more than once. You can use one of the following achievements below or make your own based on your campaign and adventure.

Ally: You gain +2 to influence checks with a friendly faction and can requisition expendable gear from them for 20% cheaper.

Assassin: You gain +1 rending with all attacks.

Berserker: You gain +2 melee damage.

Destroyer: Once per encounter, when making a burst attack with a weapon, you can make the burst area 1 square bigger.

Diplomat: You gain +2 to influence checks outside of an encounter.

Ghost: You gain +1 damage and penetration while cloaked.

Healer: You heal an additional +5 hit points when using first aid.

Leader: Once per turn, when you rally an ally in negative morale, you give them 1 additional morale.

Pilot: Any vehicle you are piloting gains +1 defense.

Protector: You gain +1 damage resistance.

Psychic: You gain +1 to psionics checks and +1 psionic accuracy.

Scientist: Once per session, you can reroll a skill check.

Sniper: You gain +1 damage and penetration when attacking a target beyond medium range.

Soldier: You gain +1 attack accuracy with all weapon attacks.

Spy: You gain a +1 bonus to the stealth and perception skills, and +1 resolve.

Survivor: You gain +2 damage threshold.

Swarm Commander: You gain +1 to command checks. Once per encounter, you can apply a command tactic as a free action.

Warrior: You can gain up to 2 morale per turn from killing enemies.

Alternate Experience Tables

Compared to other tabletop roleplaying games, leveling up in StarCraft is quite fast if you are doing an action style campaign. This is countered by the huge number of achievable levels in the game. If you would like the game to progress at a different or slower pace, you can use one of these alternate experience tables to level up.

Three alternate tables are presented. The first is the slow level up table, which requires an extra 500 experience for each achieved level. The next is the extra slow table, which requires an extra 1,000 experience for each achieved level. Finally, is the gradual level up table. This one adjusts leveling up based on what level you are going to. Low level characters will actually level up faster, but high level characters will level up much slower. It is up to the GM to decide what level up table they wish to use for their campaigns, but they should listen to player feedback on these matters.

Level	Normal Progression	Slow Progression	Extra Slow Progression	Gradual Progression
1	0	0	0	0
2	500	1,000	1,500	100
3	500	1,000	1,500	100
4	500	1,000	1,500	250
5	500	1,000	1,500	250
6	500	1,000	1,500	500
7	500	1,000	1,500	500
8	500	1,000	1,500	500
9	500	1,000	1,500	500
10	500	1,000	1,500	500
11	500	1,000	1,500	750
12	500	1,000	1,500	750
13	500	1,000	1,500	750
14	500	1,000	1,500	750
15	500	1,000	1,500	750
16	500	1,000	1,500	1,000
17	500	1,000	1,500	1,000
18	500	1,000	1,500	1,000
19	500	1,000	1,500	1,000
20	500	1,000	1,500	1,000
21	500	1,000	1,500	1,250
22	500	1,000	1,500	1,250
23	500	1,000	1,500	1,250
24	500	1,000	1,500	1,250
25	500	1,000	1,500	1,250
26	500	1,000	1,500	1,500
27	500	1,000	1,500	1,500
28	500	1,000	1,500	1,500
29	500	1,000	1,500	1,500
30	500	1,000	1,500	1,500
Each Paragon Level	+500	+1,000	+1,500	+1,000

Chapter 6: Greatest of Mankind

This chapter is dedicated to the presenting a wide variety of Terran NPCs to use in high level StarCraft campaigns. In addition to providing rules for example terrans of level 20 and higher, it also includes piloted vehicles and capital ships.

Terran Non-Player Characters

These are a wide selection of terran non-player characters over 20th level.

Ace Pilot Description

The ace pilot has mastered vehicular warfare and is a deadly combatant in large combats. Mostly commonly within star fighters, ace pilots are lethal enemies that have fought on multiple battlefields and defeated enemies of all kinds. They most commonly serve in elite fighter squadrons for their governments. Sometimes, ace pilots can be found amongst mercenary or pirate groups.

Ace Pilot Tactics

Ace pilots excel within their vehicles but are significantly less effective on foot. In battle, they generally make a fighting retreat, using their skirmisher abilities to fight defensively while staying moving, getting away from their foes. They repel foes with their flak pistols and slow down opposition with EMP grenades. If they are part of a group, they will generally leadership for coordination to help outmaneuver and outpace their foes.

Ace Pilot

Level 24 Terran Heroic Character (Core Citizen/ Pilot/ Skirmisher/ Soldier/ Ace Pilot/ Master of Arms [Ordinance]/ Field Officer/ Leader/ Weapon's Expert/ Commodore/ Insurgent/ Galactic Ace), Low Threat

Skill Purchases: 26 Talent Purchases: 17 Ability Score Purchases: 20

Hit Points: 181	Healing Threshold: 8	Damage Threshold: 33
Defense: 33	Toughness: 25	Resolve: 26
Speed: 9	Shift Speed: 2	Morale Bonus: +8
Space: 1 square	Reach: 1 square	Initiative: +10
Damage Resistance: 13	Psionic Resistance: 23	

-Flak Pistol 1d20+17 accuracy, 46 damage, 1 strike maximum, 12 shots at short range; *Special Traits:* Penetration 8, Rending 3, Recoil

-Combat Knife 1d20+11 accuracy, 18 damage, +4 strikes maximum; *Special Traits:* Penetration 2

-EMP Grenade 1d20+15 accuracy, 65 damage, 1 strike maximum, 1 shot at short range; *Special Traits:* Burst 5, Energy Drain

Skills: Athletics 10, Acrobatics 10, Computers 10, Defensive Training 10, Durability 10, Influence 5, Leadership 8, Lore 6, Medicine 4, Melee 8, Mental Training 10, Ranged 15, Perception 10, Pilot 15, Science 10, Tactics 10

Skill Focuses: Pilot +5, Ranged +5, Acrobatics +3, Tactics +2, Leadership +2,

Talents: Aerial Evasion II, Defensive Fighting II, Devastating Cripple (ranged II), Dodge II, Dog Fighter, Guided Steps, In Control, Inspirational Presence, Heavy Metal, Resilience, Sabotage, Ultra-Specialization, Weapon Mastery (ranged III)

Strength: 5 **Instinct:** 10* **Agility:** 9 **Fortitude:** 7

Intelligence: 6 **Willpower:** 6

Gear: Tier 3 Flak Pistol with Empowered Firepower and 3 magazines, Tier 3 EMP Grenade x2, Tier 3 Breaching Charge, Tier 3 Combat Knife, Tier 3 Flight Suit, Tier 3 Protective Mask, Tier 3 Air Tank, Tier 3 Backpack, Tier 3 Equipment Belt x3

Special Ability (Maximum Firepower): Once per round, when hit by an enemy attack, can counterattack against them. Can use this in a vehicle while using a vehicle weapon.

Special Ability (Vehicle Focus): The ace pilot gains the following perks to piloted vehicles.

- +100% acceleration rating, flying vehicles gain +200 maximum speed
- +7 bonus defense, or +13 for flying vehicles
- +4 attack accuracy or +6 for flying vehicles
- +8 toughness and damage threshold
- +2 power ratings of damage, +7 damage, and +7 penetration, with all vehicle weapons
- +1 power rating of damage and +1 accuracy with vehicle ordinance
- Can mark a single flying target, gains +4 defense and +2 attacks against that target.
- Can bob and weave while in a gargantuan-sized or smaller vehicle.
- When piloting a flying vehicle in a squadron, count the squadron as if it had 2 more ships for the purpose of hailfire and splitting damage
- Piloted vehicle gains protection points each turn equal to vehicle's fortitude
- When making a target lock, can lock on two targets at once. When firing missile or rockets, can fire two barrages at once, firing between 1 and 4 missiles between any or all target locked targets.

Special Ability (Leadership Focus): The ace pilot gains the following perks to leadership.

- When they give an ally a morale through rallying, they give them 5 protection points.
- When applying a leadership combat augmentation, they can instead apply a tactics combat augmentation to all allies.
- All allies within 6 squares gain +1 to attacks, skill checks, and morale bonus (inspirational presence)

Special Ability (Skirmisher Focus): The ace pilot gains the following perks to mobile combat.

- If the ace pilot had cover at any point during their turn and end their turn without cover, they maintain a +4 cover bonus to defense.
- The ace pilot gains +2 accuracy if they move at least 1 square on their turn
- The ace pilot can bob and weave as a free action any turn you action move

Aegis Guard Marauder Description

The most experienced and loyal marauders become aegis guard; walking tanks that hold the lines for the Dominion's elite guard. These well-conditioned soldiers wear ornately marked armor that is nonetheless terrifyingly protective. Their goal is to absorb fire, protect their comrades and commanders, while using overwhelming firepower to destroy any foe.

Marauder Tactics

Aegis guard use tactics to improve their accuracy and stay near their allies so they can use their defender focus to intercept blows meant for them. While standing resolute in battle, they bombard their foes with grenade launchers that deal incredible amounts of damage as well as creating slow fields. They prioritize the largest targets within range, such as swarms, tanks, and large monsters. Aegis guard rely on the nearby medics, who can keep them healthy even while taking catastrophic damage.

Aegis Guard Marauder

Level 26 Terran Heroic Character (Fringe Colonist/ Soldier/ Demolitionist/ Survivalist/ Guardian/ Spartan/ Ever-Living/ Master of Arms (ordinance)/ Cannoneer/ Special Forces/ Protector/ Grand Weapon Master (ordinance)/ Destroyer), High Threat

Skill Purchases: 23	Talent Purchases: 10	Ability Score Purchases: 24
Hit Points: 336	Healing Threshold: 14	Damage Threshold: 42
Defense: 27	Toughness: 46	Resolve: 29
Speed: 7	Shift Speed: 2	Morale Bonus: +9
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +11
Damage Resistance: 50	Psionic Resistance: 29	

-**Grenade Launcher** 1d20+22 accuracy, 109 damage, +1 strike maximum, 200 shots at long range; *Special Traits:* Pen 13, Burst 5, Gravity Field, Devastating Cripple II, Ground Fire

-**Grenade Launcher w/ Dual-Wielding** 1d20+17 accuracy, 109 damage, +1 strike maximum, 200 shots at long range; *Special Traits:* Pen 13, Burst 5, Gravity Field, Devastating Cripple II, Ground Fire

-**Rifle Butt** 1d20+11 accuracy, 36 damage, 1 strike maximum; *Special Traits:* NA

Skills: Athletics 11, Acrobatics 8, Defensive Training 15, Durability 14, Endurance 13, Medicine 8, Melee 11, Mental Training 11, Perception 10, Ranged 17, Survival 10, Tactics 11

Skill Focuses: Ranged +6, Defensive Training +4, Durability +3, Endurance +2, Tactics +2

Talents: Chemical Tolerance, Defensive Fighting III, Devastating Cripple (ranged II), Grenade Catcher, Hardened Survivalist, Hardy, Powered Armor Training, Resilience II, Resistant II, Ultra Specialization, War Scars, Weapon Mastery (ranged III)

Strength: 17* **Instinct:** 9* **Agility:** 5 **Fortitude:** 10

Intelligence: 6 **Willpower:** 8

Gear: Tier 3 5-4 'Marauder' Armored Infantry Suit with Improved Potency, Extra Reinforcement, and Empowered Servos with 200 concussive grenades, 2 doses of Combat Stimulants, 2 doses of Painkiller, 1 dose of Tranquilizer

Special Ability (Concussive Grenades): When this weapon explodes, it creates an area of High Gravity within the blast radius that persists for 2 rounds. In areas of high gravity are counted as difficult terrain. In addition, standing from crouched or prone is a full-round action, and athletics checks to jump in the area gain +20 DC.

Special Ability (Explosive Focus): The marauder gains the following perks as relates to their explosives.

-When using their grenade launchers, they can reroll attacks of 1, but must keep the second result

-When using an explosive burst weapon, the marauder can omit up to 6 squares from being hit by attacks

Special Ability (Defender Focus): The marauder gains the following perks as relates to survivability and protecting allies

-Advantage on endurance checks against poison, disease, and infestation

-Heals double hit points when spending a healing threshold to heal

-Can switch squares with an attacked ally to take an attack that was directed at them. The marauder and their ally gain +5 damage resistance against the attack.

-Enemies cannot attack the marauder's allies within 3 squares if they can attack the marauder instead, unless they pass a DC 25 willpower check

-Roll a d20 for every crippling wound point suffered. On a 12+, the attack is a normal hit, not a crippling wound.

Special Ability (Ultimate Tactics): When the marauder use tactics to perform a combat augmentation, they gain the benefit of every tactics augmentation with a single dice roll at the DC 15 level. Therefore, whenever a marauder uses tactics, they gain the benefit of Precision Aim, Defensive Stance, Fast March, Long Shot, and Hardiness.



Ascended Spectre Description

The most powerful and long-lived spectre operative, these enhanced ghosts have powers beyond what most terrans are even capable of obtaining. Their master of telepathy makes them the rulers of the mortal mind, able to bend the will of anyone that they meet. The ascended spectre has such power that they rarely even rely on weapons for killing or combat, but instead their sheer mental strength to tear apart their enemy's minds.

Ascended spectres often form as grand leaders to cabals of spectres, or act as lone operatives following their own shadowy agenda. Like all spectres, they could be good or bad. However, you must always question their judgement, for the spectre enhancements have given them shaky mental stability.

Spectre Tactics

Ascended spectres are always cloaked in combat, and usually keep the *Toughness* power active. They attempt to always keep their foes guessing in battle, teleporting about while hidden and cloaked. When they are ready to strike, the spectre usually relies on their formidable telepathy. They try to disable multiple foes with a *Psionic Maelstrom*, followed by *Mind Blast* or *Mind Ripple*, the later used if there are no allies that could be collateral damage. If they are dealing with a single powerful enemy, they will instead use *Mind Overload*. They take advantage of their telepathic mastery which makes their enemies attack each other if they take a wound from their telepathy. They rely on their melee and ranged weapons to finish off helpless foes with a mixture of powerful attacks and their assassination abilities.

The spectres gain a great deal of protection each turn from their absorption field power, so keep that in mind for their survivability. Also keep in mind their Terrazine sickness trait, which causes them to have disadvantage on many checks and to instantly end their turn if they roll a natural 1.

Spectre Ascended's Favored Psionic Powers: Psi Level 9 (PL 13 telepathy), +28 psionic manifestation bonus, recovers 5 energy fatigue per turn

-Cloaking; Automatic manifestation as a free action; 0 energy fatigue, sustained as free action for 1 energy fatigue per round; character is cloaked while effect is active

-Toughness; DC 14 manifestation as a minor action; 7 energy fatigue; gains +18 damage and psionic resistance and +9 threshold; lasts 11 rounds

-Mind Blast; DC 20 manifestation as a standard action; 3 energy fatigue; +33 attack versus resolve at medium range, target takes 112 psionic damage; Rending 6, Burst 4; +1 crippling wound point dealt, targets who suffer crippling wound must instantly attack an ally

-Mind Ripple; DC 22 manifestation as a full-round action; 9 energy fatigue; +33 attack versus resolve in a Burst 26 centered on the caster, targets takes 112 psionic damage; Rending 6; +1 crippling wound point dealt, targets who suffer crippling wound must instantly attack an ally and are then slowed for rounds equal to wounds suffered

-Psionic Maelstrom; DC 24 manifested as standard action; 13 energy fatigue; +27 attack versus resolve at distant range, Burst 26 area, struck targets are stunned, stunned targets must make a DC 28 endurance with disadvantage; gains a +2 bonus on the check for every round they are stunned, can make a check to cancel when taking damage

-Mind Overload; DC 24 manifestation as one or more full-round actions; 4 energy fatigue; +33 attack versus resolve at medium range, target takes 164 psionic damage, and then 82 psionic damage at the start of the caster's next turn, and 41 psionic damage at the turn after that, +1 crippling wound point dealt, targets who suffer crippling wound must instantly attack an ally and are then staggered for rounds equal to wounds suffered

Ascended Spectre

Level 30 Psionic Terran Advanced Heroic Character (Advanced Telepath/ Ghost/ Infiltrator/ Soldier/ Survivalist/ Paranoid/ Warrior/ Gunner/ Weapon's Expert/ Psionic Shadow/ Assassin/ Special Forces/ Metapsychic/ Mentalist/ Psionic Master (telepathy)/ Operative), High Threat

Skill Purchases: 29

Talent Purchases: 28

Ability Score Purchases: 26

Hit Points: 266

Healing Threshold: 8

Damage Threshold: 35

Defense: 45

Toughness: 38

Resolve: 37

Speed: 11

Shift Speed: 4

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +8

Damage Resistance: 23

Psionic Resistance: 49

-Canister Rifle 1d20+21 accuracy, 56 damage, +3 strikes maximum, 20 shots at long range; *Special Traits:* Penetration 22, Rending 6, Unstoppable, Digital Scope, Devastating Cripple

-Canister Rifle w/ Ultrasonic Canisters 1d20+21 accuracy, 56 damage, 1 strike maximum, 20 shots at long range; *Special Traits:* Penetration 19, Burst 5, Stun, Energy Damage, Unstoppable, Digital Scope, Devastating Cripple

-Psiblade 1d20+16 accuracy, 41 damage, +3 strikes maximum; *Special Traits:* Penetration 11, Rending 2, Defensive +1

Skills: Acrobatics 12, Athletics 12, Computers 8, Defensive Training 15, Durability 13, Endurance 12, Lore 12, Medicine 10, Melee 12, Mental Training 14, Perception 10, Pilot 10, Psionics 17, Ranged 17, Science 8, Stealth 16, Tactics 12

Skill Focuses: Psionics +5, Ranged +4, Stealth +5, Defensive Training +3, Mental Training +2, Tactics +2, Prowess +1

Talents: Awesome Abilities (willpower), Critical Timing, Cynic, Defensive Fighting II, Devastating Cripple (ranged), Endless Energy III, Ghost Combat Training (Absorption Field, Critical Strikes, Covert Ops Training, Psionic Reflexes), Hardened Survivalist, Jaded, Martial Arts Unarmed Training, Psi Level 3, Psi level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psi Level 9, Psychic Discipline Focus (telepathy II), Psychic Power x4, Resilience II, Sneak Attack, Spectre Enhancement (Ascension, Infinite Energy, Strength and Focus), Ultra-Specialization, Weapon Mastery (ranged III, melee I)

Psionic Powers: *Reading, Messaging, Cloaking, Compulsion, Hallucination, Feedback, Mind Blast, Acute Senses, Rush, Toughness, Mind Ripple, Command, Psionic Maelstrom, Move Object, Mind Overload, Dominate*

Strength: 11* **Instinct:** 9* **Agility:** 15* **Fortitude:** 6

Intelligence: 6 **Willpower:** 11

Gear: Tier 3 Canister Rifle with Improved Potency, Empowered Firepower, Improved Precision, and Digital Scope with 3 magazines of Shredder Canisters and 3 Ultrasonic Canisters, Tier 3 Shadowblade Hostile Environment Suit with Extra Enhancement and Extra Reinforcement, Tier 3 Tactical Mask, Tier 3 Gravity Boots, Tier 3 Psiblade with Improved Potency and Improved Precision, Tier 3 Equipment Belt x3, Tier 3 Medipack x2, Power Cell, Dose of Terrazine x3, Injector with 4 Painkillers x2

Special Ability (Absorption Field): At the start of every turn, the spectre gains 18 protection. These are not cumulative, but instead refresh every round. The spectre must be wearing their armor to gain this benefit.

Special Ability (Ultimate Tactics): When the spectre use tactics to perform a combat augmentation, they gain the benefit of every tactics augmentation with a single dice roll at the DC 15 level. Therefore, whenever a spectre uses tactics, they gain the benefit of Precision Aim, Defensive Stance, Fast March, Long Shot, and Hardiness.

Special Ability (Psionic Mastery): The spectre gains the following as relates to psionics.

-Can communicate through telepathy innately at the speed of human speech

-The spectre gains 17 protection whenever they manifest a power

-Can recover energy fatigue as a move action

-Powers cost 1 less energy fatigue; telepathy powers cost 3 less instead

-Gain advantage on manifesting telepathic powers and manifest telepathic powers at +2 psi level

-Does not need a manifestation check to manifest *Cloaking* and counts PL as 2 for *Cloaking*

-*Mind Blast*, *Mind Ripple*, and *Mind Overload* gain +10 accuracy, +20 psionic damage, +1 crippling wound point if they deal a wound. If targets take a wound from that power, they must make a standard action attack against an ally of the spectre's choosing

-While cloaked, can teleport 11 squares as a move action

Special Ability (Stealth Mastery): The spectre gains the following as relates to stealth

-Can make stealth checks to hide in combat, even while inside an enemy's line of sight

-Can make a hide attempt for free when performing a shift action

-Can make a hide attempt at the beginning of an encounter.

-Can perform two full-round actions during a surprise round

-Gains Hailfire (1) against unaware targets

-Deals +5 damage against unaware or low morale enemies; instead gains +20 damage against helpless enemies or those at -5 morale

Special Ability (Terrazine-Ascended Telepath): The spectre can gain a Psi Level of up to 8, and can draw powers from the Telepathy, Cloaking, Telekinesis, and Augmentation disciplines. The spectre also possesses Psionic Detection and Natural Mind Reading

Special Ability (Terrazine Sickness): The spectre suffers from unusual personality quirks and hallucinations that make them less than optimally functional. The spectre suffers disadvantage on all influence, leadership, and endurance checks. They cannot benefit from another character's leadership combat augmentation. Any time they roll a natural 1 on a check, their turn immediately ends and they can perform no more actions that round. They suffer a -2 penalty to fortitude (included in the statistics block above).

Death's Head Reaper Description

Death's Head reapers are the worst of an awfully bad lot. These vicious killers are the most successful and brutal of the reaper organizations. While they lack the psionic powers of a ghost, these reapers instill the same level of fear, both in their potential victims and in their employers. They are barbaric, psychopathic killers that thrived in the reaper life, massacring their enemies in gruesome fashion with frequent civilian collateral damage. The Dominion has tried to eliminate several of their death's head reapers, only for them to escape and act on their own as bounty hunters, assassins, or serial killers.

Reaper Tactics

Reapers are always on the move, using their great speed and jet packs to zoom around their foes while burning them down with overwhelming pistol fire. With focused bursts, they can perform two hits at a hailfire (4) against a foe each turn, which will quickly kill light armored enemies. Meanwhile, their speed makes them difficult to hit, and they have an especially high defense when moving in and out of cover. When the reaper wants to do significant damage or exterminate a group of enemies, they also have powerful demolition charges they can toss into enemy ranks. These are especially useful against high resistance enemies, such as tanks, that are effective against their low damage weapons.

Death's Head Reaper

Level 26 Terran Heroic Character (Fringe Colonist/ Skirmisher/ Demolitionist/ Paranoid /Insurgent /Cutthroat/ Weapon's Expert / Stunt Devil/ Gunner/ Special Forces/ Assassin/ Legendary Gymnast/ Fire Support Specialist), Medium Threat

Skill Purchases: 31

Talent Purchases: 19

Ability Score Purchases: 15

Hit Points: 229

Healing Threshold: 9

Damage Threshold: 35

Defense: 37

Toughness: 36

Resolve: 26

Speed: 9

Shift Speed: 2

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 20

Psionic Resistance: 17

-Repeating Gauss Pistol w/ Dual-Wielding 1d20+20 accuracy, 35 damage, +4 strikes maximum x2, 50 shots at medium range;

Special Traits: Penetration 26, Automatic

-Demolition Charge 1d20+16 accuracy, 123 damage, 1 strike maximum; *Special Traits:* Penetration 17, Burst 7, Unstable

Explosive, Destructible

-Pistol Whip w/ Dual-Wielding 1d20+11 accuracy, 30 damage, +2 strikes maximum; *Special Traits:* Penetration 7

-Combat Knife 1d20+14 accuracy, 27 damage, +4 strikes maximum; *Special Traits:* Penetration 13, Rending 6, Throwing

Skills: Acrobatics 14, Athletics 14, Defensive Training 14, Durability 11, Endurance 8, Influence 4, Lore 8, Medicine 5, Melee 11, Mental Training 10, Perception 5, Pilot 8, Ranged 16, Stealth 11, Survival 8, Tactics 8

Skill Focuses: Athletics +3, Acrobatics +3, Defensive Training +3, Ranged +5, Stealth +3

Talents: Cynic, Combat Reflexes, Dodge II, Dual-Weapon Skill II, Grenade Catcher, Hardened Survivalist, Jaded, Mobile Attacker, Quick Draw, Penetration IV, Pistol Finesse II, Precision Burst, Resilience, Sneak Attack II, Ultra Specialization, Weapon Mastery (ranged III)

Strength: 10*

Instinct: 7*

Agility: 11*

Fortitude: 8

Intelligence: 4

Willpower: 4

Gear: Tier 3 Repeating Gauss Pistol with Improved Potency, Empowered Firepower and six magazines of adamantine rounds x2, Tier 3 Combat Body Suit with Extra Enhancement and Extra Reinforcement, Tier 3 Combat Knife with Improved Potency, Jagged, and Piercing, Tier 3 Jet Pack, Tier 3 Tactical Mask, Tier 2 Medipack x2, Tier 3 Demolition Charge x2, Injector with 3 doses of Painkillers, Injector with 1 dose of Combat Stimulants and 1 dose of Rage

Special Ability (Jet Pack): The jet pack has a fuel reserve of 100, and 1 fuel can be spent performing one of the following actions:

-Boosting: When boosting with the jet pack, the character gains +6 movement speed and +30 to jump checks.

-Thrust: Can instantly travel 10 squares into the air as a move action, moving horizontally, vertically, or a combination of the two

-Hover: Can hover in air, allowing them to not fall back down after thrusting so they can Thrust again next round

-Controlled Fall: When jumping downwards or making a controlled fall, can reduce falling damage by 4 squares per fuel spent.

Special Ability (Repelling Fire): The reaper can, instead of making a typical area burst with an automatic of fully automatic weapon, can repel enemies with cone of fire. This attack requires 5 bullets and effects a Cone (8) area. The character makes an attack roll against the defense and resolve of each target within the area. If it hits defense, it deals standard weapon damage with Hailfire (1). It deals half damage on a missed attack. If it hits resolve, the targets are forced back two squares.

Special Ability (Movement Mastery): The reaper gains the following benefits as relates to movement.

- Reaper gains advantage on all acrobatics and athletics checks
- If the reaper moved on their turn and are not flat-footed, they reduce hailfire of all attacks against them by 1 and missed area attacks only gain ½ penetration against them.
- Gains +2 accuracy if the reaper moved in their turn
- Can make a bob and weave action any turn they action move
- If the reaper had cover at any point during their turn and end their turn without cover, they maintain a +4 cover bonus to defense.
- Takes half as much falling damage, falls are controlled falls, reaper can move 2 squares further when evading.
- When sprinting, the reaper does not have to move in a straight line and gains concealment any turn that they sprint

Special Ability (Combat Mastery): The reaper gains the following benefits as relates to combat

- Reaper uses agility instead of instinct for max overages with pistols
- Reaper gains +2 hailfire when making a focused burst
- Used up half as much ammunition when making an automatic burst
- Deals +5 damage against unaware or low morale enemies; instead gains +20 damage against helpless enemies or those at -5 morale
- When damaging a flat-footed target with a melee weapon, target suffers 5 bleed damage

Special Ability (Ultimate Tactics): When the reaper use tactics to perform a combat augmentation, they gain the benefit of every tactics augmentation with a single dice roll at the DC 15 level. Therefore, whenever a spectre uses tactics, they gain the benefit of Precision Aim, Defensive Stance, Fast March, Long Shot, and Hardiness.



Devil Dog Firebat Description

The devil dogs are an elite firebat unit going back to the days of the Confederacy. When the old governments fell, they turned to mercenary work instead of joining the Dominion. The countless wars of the past decade have kept them busy, as they have fought in every major conflict of the era. This results in them being some of the most experienced and deadly soldiers available for hire. In general, hiring a devil dog costs 20,000 credits per operative per day.

Firebat Tactics

Devil dogs are very tough and defensive combatants, with massive damage resistance and hit point pools. They know they are tough, and they are wade into battle fearlessly. Their combat style is quite simple; tactics for damage resistance, wait for their enemies to come to them, and then flame on. Their flamethrowers are very accurate and powerful and effect a very large range. Moreover, their burning condition is more effective than normal. They try to incinerate as many enemies as they can as fast as they can, taking advantage of their Sadistic Enjoyment to stack plenty of morale and Galactic Champion to heal for every enemy slain.

Devil Dog Firebat

Level 26 Terran Heroic Character (Fringe Colonist/ Brute/ Tough Guy/ Survivalist/ Hulk/ Master of Arms (flamethrower)/ Adventurer/ Pyro/ Ever-Living/ Apocalypse Society Member/ Hellbringer/ Astral Soldier/ Drug Specialist) High Threat

Skill Purchases: 30	Talent Purchases: 21	Ability Score Purchases: 14
Hit Points: 458	Healing Threshold: 13	Damage Threshold: 54
Defense: 29	Toughness: 50	Resolve: 24
Speed: 8	Shift Speed: 2	Morale Bonus: +8
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +10
Damage Resistance: 48	Psionic Resistance: 18	

-Flamethrower w/ Dual-Wielding 1d20+26 accuracy, 57 damage, +3 strikes maximum x2, 120 shots at special range; *Special Traits:* Penetration 17, Cone 13, Hailfire 1, Energy Damage, Flames (Burning foes take 40 damage per round, Pen 10)

-Rifle Butt w/ Power Strike I and Dual-Wielding 1d20+5 accuracy, 45 damage, 1 strike maximum x2; *Special Traits:* Penetration 5

Skills: Acrobatics 10, Athletics 10, Defensive Training 14, Durability 16, Endurance 10, Lore 8, Melee 11, Mental Training 6, Medicine 6, Perception 6, Pilot 8, Ranged 16, Stealth 9, Survival 10, Tactics 10

Skill Focuses: Defensive Training +3, Durability +5, Endurance +2, Athletics +2, Ranged +5, Medicine +2

Talents: Defensive Fighting III, Dual-Weapon Skill, Galactic Champion, Hardened Survivalist, Juggernaut, Natural Health III, Penetration V, Powered Armor Training, Power Strike II, Resilience II, War Scars, Ultra Specialization, Weapon Mastery (ranged III)

Strength: 16* **Instinct:** 2* **Agility:** 6 **Fortitude:** 10

Intelligence: 4 **Willpower:** 6

Gear: Tier 3 CMC 660 'Firebat' Powered Combat Armor with Extra Reinforcement, Empowered Servos, and Improved Potency and 120 fuel, 1 doses of Combat Stimulants, 2 doses of Painkiller, 2 doses of Rage

Special Ability (Endure): The first time the firebat suffers damage in a turn, they reduce the damage by half, after all modifiers. Afterwards, they gain protection points equal to the final damage they suffered. These protection points last until the start of the firebat's next turn.

Special Ability (Sadistic Enjoyment): The firebat gains 1 morale level per enemy they kill each turn, instead of being limited to 1 morale maximum per round from killing enemies.

Special Ability (Mastery of the Flame): The firebat gains the following abilities related to their mastery of flamethrowers:

-+5 power ratings of damage with flamethrowers and +10 penetration

-+6 accuracy with flamethrowers

-Flamethrowers gain +5 cone size

-Burning targets take 40 damage per round, penetration 10

-Targets that spend a full-round action to put out the flame must still make a DC 15 acrobatics test

-Flamethrowers deal +1 hailfire against swarms

Special Ability (Mastery of Survival): The firebat gains the following abilities related to survival

-The firebat can perform an instant shift action after suffering damage from an attack

-The firebat counts as large-sized for determining hit points, toughness, and damage threshold

- The firebat gains advantage on endurance checks against poisons and diseases
- The firebat heals 10 hit points when reducing an enemy to 0 hit points
- When the firebat would be dealt a crippling wound, roll a d20; on a 6+ the wound is negated.
- When the firebat is brought below 229 hit points, they gain 16 protection points at the start of each round until the end of the encounter
- The firebat can spend a morale point as a free action on their turn, if they do, they gain +8 damage threshold and ignore the ongoing effects of crippling wounds for 1 round
- When the firebat spends a healing threshold to regain hit points, they recover twice as many hit points



~The Devil Dogs are the first choice to purifying Zerg infestations

Directorate Admiral's Guard Description

The admiral's guard were the most elite troopers of the United Earth Directorate Expedition. They were assigned as problems solvers and elite operatives to serve Admiral DuGalle and his most trusted commanders. Flexible, tough combatants, the admiral's guard could fight on the front line, breach an installation, act as an escort, or even fly a valkyrie into battle. However, their efforts were not enough to prevent the UED defeat. Now, like many UED survivors, the admiral's guard fight as soldiers of fortune in terran space.

Admiral's Guard Tactics

Admiral guard function best when acting as the elite operatives under the command of a powerful leader. They stay close to their leader to absorb hits meant for them, while using their heavy gauss rifles to wear down enemies. If they come across a heavy armored foe, they will use their underslung rocket launchers. If their ranks are getting pushed close, they switch to their backup military shotguns. In the meantime, they stay together, close ranks, and try to act as a living barricade to prevent the enemy from getting past them. Usually, admiral's guard use ultimate tactics to increase all their attributes.

Directorate Admiral's Guard

Level 24 Terran Heroic Character (UEDE/ Soldier/ Pilot/ Guardian/ Ace Pilot/ Warrior/ Ever-Living/ Directorate Field Operative/ Protector/ Special Forces/ Weapon's Expert/ Commodore), Medium Threat

Skill Purchases: 18 Talent Purchases: 11 Ability Score Purchases: 20

Hit Points: 235	Healing Threshold: 9	Damage Threshold: 37
Defense: 30	Toughness: 35	Resolve: 26
Speed: 7	Shift Speed: 2	Morale Bonus: +8
Space: 1 square	Reach: 1 square	Initiative: +10
Damage Resistance: 37	Psionic Resistance: 23	

-Heavy Gauss Rifle 1d20+16 accuracy, 45 damage, full automatic, 150 shots at distant range; *Special Traits:* Penetration 15, Rending 2, Full Automatic

-Rocket Launcher 1d20+15 accuracy, 80 damage, 1 strike maximum, 1 shots at long range; *Special Traits:* Penetration 29, Burst 3

-Military Shotgun 1d20+14 accuracy, 45 damage, +1 strike maximum, 10 shots at short range; *Special Traits:* Penetration 13, Rending 4, Spread, Close Quarters

-Frag Grenade 1d20+12 accuracy, 80 damage, 1 strike maximum, 1 shot at short range; *Special Traits:* Penetration 15, Burst 4, Grenade, Delay

-Rifle Bayonet 1d20+8 accuracy, 43 damage, 1 strike maximum; *Special Traits:* Penetration 9

Skills: Athletics 5, Acrobatics 3, Defensive Training 14, Durability 12, Endurance 6, Influence 5, Leadership 6, Lore 5, Melee 6, Mental Training 10, Perception 7, Pilot 8, Ranged 12, Tactics 9

Skill Focuses: Defensive Training +4, Durability +2, Leadership +2, Ranged +4, Pilot +3, Tactics +3, Prowess +1

Talents: Critical Execution, Defensive Fighting II, Galactic Champion, Powered Armor Training, Resilience, Ultra Specialization, Weapon Mastery (ranged III)

Strength: 11* **Instinct:** 10* **Agility:** 7 **Fortitude:** 9

Intelligence: 6 **Willpower:** 6

Gear: Tier 3 Heavy Gauss Rifle with Rifle Bayonet, Improved Potency, Empowered Firepower, and Attached Rocket Launcher with 2 magazines of U-238, CMC-300 Powered Armor with Extra Reinforcement and Propaganda Broadcast Array, Tier 2 Military Shotgun with Empowered Firepower and Improved Potency with 20 adamantine spikes, Tier 3 Fragmentation Grenade with Shredder and Improved Potency x2, 3 doses of Painkillers, 2 doses of Anti-toxin

Special Ability (Tactical Stunt): The admiral's guard gains a selection of various tactical tricks they can deploy in combat. They can attempt up to 10 tactical stunts every encounter. When they chose to use a tactical stunt, they make a tactics skill check. If the check is successful and the conditions are right, they pull off the tactical stunt. Refer to the following table for the stunts they can perform, when they can perform then, and the tactics DC to pull them off.

-Focused Suppress (DC 15): When making an opportunity attack, the guard can make a tactics test to reduce the effect to a Burst (2) area, but with +10 accuracy and hailfire 1.

-Withdraw (DC 15): When the guard makes a move action, they can make a tactics test to avoid any opportunity attacks from the move. However, the move must end outside the reach of all enemies

-Supporting Fire (DC 20): If the guard aimed at a foe during their turn and that foe attacks an ally, the guard can make a tactics test to make a ranged opportunity attack against that enemy.

-Covering Fire (DC 20): When an enemy makes an opportunity attack against an ally, the guard can make a tactics check to activate this stunt. On a success, they get to make an instant opportunity attack against the target making an opportunity attack. This is before the enemy makes their opportunity attack. If the attack surpasses the target's resolve, then the enemy's attack is cancelled.

Special Ability (Maximum Firepower): Once per round, when hit by an enemy attack, can counterattack against them. Can use this in a vehicle while using a vehicle weapon.

Special Ability (Vehicle Focus): The guard gains the following perks to piloted vehicles.

- +50% acceleration rating,
- +7 bonus defense
- +4 attack accuracy
- +3 power ratings of damage, +7 damage, and +7 penetration, with all vehicle weapons
- Piloted vehicle gains protection points each turn equal to vehicle's fortitude

Special Ability (Defender Focus): The guard gains the following perks as relates to survivability and protecting allies

- Heals double hit points when spending a healing threshold to heal
- Can switch squares with an attacked ally to take an attack that was directed at them. The guard and their ally gain +5 damage resistance against the attack.
- Enemies cannot attack the guard's allies within 3 squares if they can attack the guard instead, unless they pass a DC 29 willpower check

Special Ability (Ultimate Tactics): When the guard uses tactics to perform a combat augmentation, they gain the benefit of every tactics augmentation with a single dice roll at the DC 15 level. Therefore, whenever a guard uses tactics, they gain the benefit of Precision Aim, Defensive Stance, Fast March, Long Shot, and Hardiness.

Emperor's Shadow Ghost Description

The Emperor's Shadows are some of the best ghost operatives. Handpicked for their pyrokinetic ability, groomed and conditioned for ultimate loyalty and submissiveness, given the best possible training and equipment, these are terrifying operatives that serve only the Emperor himself. While there are only a handful of such agents, they make a difference in any battlefield in which they are unleashed.

As the personal 'pets' of the Emperor, shadows serve outside the normal command chain of ghosts and answer only to the Emperor. Most of these agents were killed during the Zerg invasion of Korhal, but a few remained. While they were granted their freedom by Valerian, they chose to stay and serve him instead. The brainwashing they had endured did not permit them to contemplate any life outside of one of service.

Ghost Tactics

These ghosts operate on their own or supporting other Dominion operatives. If they are in combat, they more than likely have both *Cloaking* and *Regeneration* active. They usually activate *Toughness* at the beginning of a fight. Afterwards, they will stay away from their foes, letting them fight their allies, if they are present, and begin using *Dominare* to turn their foes against each other. Afterwards, they will begin exterminating targets with their targeted rifle shots or burning them with *Combust* and *Conflagration*. The shadow does not have much natural energy recovery, so they will have to spend actions to hide and recover their power.

If they are engaged up close, the ghost will discard their rifle and draw a pair of psi blades and fight in close combat. While doing so, they will unleash their *Cinder Wave* power in conjunction with *Combust* while relying on their incredible speed to dance around their foes and rip them apart with their blades.

Emperor's Shadow Favored Psionic Powers: Psi Level 8, +25 psionic manifestation bonus, recovers 1 energy fatigue per turn

- Cinder Wave;** DC 22 manifestation as a move action; 8 energy fatigue; +21 attack versus defense, Cone 16, deals 55 energy damage, if target has pyre stacks, instantly suffer damage from pyre as if it was their turn, then gain 1 pyre stack
- Cloaking;** Automatic manifestation as a free action; no energy fatigue, sustained as free action for 1 energy fatigue per round; character is cloaked while effect is active
- Combust;** DC 20 manifestation as a move action; 4 energy fatigue; +21 attack versus toughness against up to 2 targets at medium range, each target gains 2 pyre stacks as long as they didn't have any already, pyre stacks do 50 energy damage on the target's turn, with 1 hailfire for every additional pyre stack they have.
- Conflagration;** DC 28 manifestation as a move action; 12 energy fatigue; targets Burst 8 area at medium range, +21 attack versus defense and defense; hitting defense causes 64 energy damage, hitting toughness gives a pyre stack; the entire burst area counts as a blaze, dealing 40 damage everyone in the area, blaze lasts 1 round; targets cannot remove burning condition or pyre stacks in the blaze
- Dominate;** DC 26 manifestation as a standard action; 16 energy fatigue; +21 attack versus resolve against a target at medium range, struck targets have their thoughts and actions controlled by the caster and will serve their every command without question, caster can have up to 10 dominated targets.
- Regeneration;** DC 18 manifestation as a minor action; 8 energy fatigue; caster heals 16 hit points a round for 8 minutes
- Toughness;** DC 14 manifestation as a minor action; 8 energy fatigue; gains +8 damage and psionic resistance and +4 damage threshold; lasts 8 rounds

Emperor's Shadow Ghost

Level 30 Psionic Terran Advanced Heroic Character (Pyrokinetic/ Ghost/ Infiltrator/ Soldier/ Sniper/ Survivalist/ Psionic Shadow/ Cannoneer/ Warrior/ Sharpshooter/ Mentalist/ Special Forces/ Psionic Assassin/ Astral Soldier/ Adventurer/ Spectral Assassin), High Threat

Skill Purchases: 26

Talent Purchases: 31

Ability Score Purchases: 24

Hit Points: 334

Healing Threshold: 9

Damage Threshold: 39

Defense: 49

Toughness: 35

Resolve: 34

Speed: 12

Shift Speed: 4

Morale Bonus: +14

Space: 1 square

Reach: 1 square

Initiative: +14

Damage Resistance: 25

Psionic Resistance: 44

Energy Shields: 100

-**Canister Rifle** 1d20+25 accuracy, 55 damage, +4 strikes maximum, 20 shots at distant range; *Special Traits:* Penetration 22, Rending 10, Unstoppable, Scope

-**Canister Rifle w/ EMP Canisters** 1d20+25 accuracy, 55 damage, 1 strike maximum, 3 shots at distant range; *Special Traits:* Energy Drain, Burst 4

-**Psiblade w/ Dual-Wielding** 1d20+17 accuracy x2, 39 damage, +4 strikes maximum; *Special Traits:* Penetration 21, Defensive +1

Skills: Acrobatics 12, Athletics 12, Computers 10, Defensive Training 16, Durability 15, Endurance 12, Lore 10, Medicine 9, Melee 12, Mental Training 12, Perception 12, Pilot 12, Psionics 15, Ranged 19, Science 10, Stealth 15, Tactics 14

Skill Focuses: Psionics +3, Ranged +6, Stealth +3, Defensive Training +3, Durability +2, Tactics +2, Prowess +1

Talents: Critical Timing, Defensive Fighting III, Devastating Cripple (ranged II), Dual-Weapon Skill II, Endless Energy, Ghost Combat Training (Absorption Field, Critical Strikes, Covert Ops Training, Psionic Reflexes), Hardened Survivalist, Jaded, Martial Arts Unarmed Training II, Precision Shot, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psychic Power x4, Sneak Attack, Ultra-Specialization, Weapon Mastery (ranged III, melee), Wrestling Combatant

Psionic Powers: *Reading, Messaging, Compulsion, Hidden Sight, Hallucination, Stop Organ, Mind Blast, Mind Ripple, Command, Dominate, Cloaking, Acute Senses, Rush, Muscular Enhancement, Toughness, Enhanced Attributes, Sheer Climb, Regeneration, Eternal Form, Combust, Cinder Wave, Melt, Wall of Fire, Conflagration*

Strength: 9* **Instinct:** 11* **Agility:** 16* **Fortitude:** 8

Intelligence: 6 **Willpower:** 10

Gear: Tier 3 Canister Rifle with Improved Potency, Improved Precision, and Digital Scope with 3 magazines of Shredder Canisters and 3 EMP Canisters, Tier 3 Hostile Environment Suit with Extra Enhancement and Extra Reinforcement, Tier 3 Tactical Mask, Tier 3 Gravity Boots, Tier 3 Psiblade with Improved Potency x2, Tier 2 Protective Energy Barrier, Tier 3 Equipment Belt x3, Tier 3 Medipack x2, Tier 2 Power Cell x2, Agent-Pattern Neural Implant

Special Ability (Absorption Field): At the start of every turn, the ghost gains 16 protection. These are not cumulative, but instead refresh every round. The ghost must be wearing their armor to gain this benefit.

Special Ability (Speed of Mind): Once per round, when hitting a flat-footed enemy with a weapon attack, can make a second standard action weapon attack with the same weapon as a free action.

Special Ability (Sniper Master): The ghost gains the following perks that relate to sniping.

- When the ghosts damage an enemy with a scoped rifle, target and all their allies suffers 2 negative morale
- When killing an enemy with a scoped rifle firing a single shot, the ghost can instantly make an attack at another target within short range of the first target, but do not gain aiming bonuses
- When aiming with a ranged weapon, can make a DC 15 psionics check as a free action; on success, target does not gain their agility against the attack

Special Ability (Stealth Master): The ghost gains the following perks that relate to hiding.

- The ghost can make stealth checks to hide in combat, even while being observed
- While cloaked, the ghost can teleport 10 squares as a move action every other round
- While cloaked, the ghost gains +4 movement speed, +2 shift speed, and can sprint at x6 move speed
- Gains 10 phasing points every round. Each phasing point can allow you to shoot through 1 square of terrain per phasing point, or move through 1 square of solid terrain per phasing point.

Special Ability (Ultimate Tactics): When the ghost use tactics to perform a combat augmentation, they gain the benefit of every tactics augmentation with a single dice roll at the DC 15 level. Therefore, whenever a character uses tactics, they gain the benefit of Precision Aim, Defensive Stance, Fast March, Long Shot, and Hardiness.

Special Ability (Survival Mastery): The ghost gains the following abilities that relate to their survivability.

- If dealt a crippling wound point, roll a d20; on a 6+, you do not suffer a wound point
- Can spend a morale point as a free action, ignoring ongoing crippling wounds and gaining +14 damage threshold until start of next turn
- The first time the ghost suffers damage in a turn, they reduce the damage by half, after all modifiers. Afterwards, they gain protection points equal to the final damage they suffered. These protection points last until the start of the ghost's next turn.

Special Trait (Pyrokinetic): The ghost can gain a Psi Level of up to 8, and can draw powers from the Telepathy, Cloaking, Augmentation, and Pyromancy disciplines. The character also possesses Psionic Detection and Natural Mind Reading.



Field Response Theta Medic Description

Field Response Theta is a special order in the Dominion military for marine medical graduates that showed both exceptional combat and medical expertise. Instead of being put in with the ordinary troops, these medics were trained for and placed in special forces units or as attachments for unique and important assignments. The skills and special equipment for these medics allow a single medic to provide great healing, single handedly keeping a battalion alive or becoming a force multiplier for a special forces squad.

Medic Tactics

Like most medics, field response theta rarely attacks and instead focus on functioning behind allied lines keep their comrades alive. They are defensive, and most will gladly take a hit or two for a wounded ally, even filling in allied ranks while they patch up their friends. They usually use their automated MDS to keep all nearby allies alive but will use their targeted MDS when a longer ranged heal is needed. They will use medipacks to mend allies that have both heavy damage and numerous crippling wounds, hoping to cure both at the same time.

Medics will generally only fight when the situation is desperate, and they are needed on the front line. They have a flak pistol to blast back approaching foes, but their preferred weapon is their grenade launcher that they bombard the enemy with. They only have 6 grenades, so they try to make them count.

Field Response Theta Medic

Level 22 Terran Heroic Character (Core Citizen/ Medic/ Soldier / Guardian/ Doctor/ Medical Officer/ Spartan/ Survivalist/ Cannoneer/ Prodigal Physician/ Weapon's Expert), Medium Threat

Skill Purchases: 23

Talent Purchases: 22

Ability Score Purchases: 16

Hit Points: 211

Healing Threshold: 9

Damage Threshold: 35

Defense: 35

Toughness: 36

Resolve: 26

Speed: 6

Shift Speed: 2

Morale Bonus: +8

Space: 1 square

Reach: 1 square

Initiative: +10

Damage Resistance: 37

Psionic Resistance: 23

-Flak Pistol 1d20+16 accuracy, 50 damage, 1 strike maximum, 12 shots at short range; *Special Traits*: Penetration 15, Rending 3, Recoil

-Grenade Launcher 1d20+16 accuracy, 70, 1 strike maximum, 1 shot at long range; *Special Traits*: Burst 4, Penetration 14, Grenade

-Pistol Whip 1d20+8 accuracy, 30 damage, +1 strike maximum; *Special Traits*: Penetration 5, Rending 2

Skills: Athletics 8, Acrobatics 8, Computers 8, Defensive Training 14, Durability 10, Endurance 10, Leadership 6, Lore 8, Medicine 14, Melee 8, Mental Training 10, Perception 8, Pilot 10, Ranged 14, Science 8, Survival 8, Tactics 10

Skill Focuses: Medicine +4, Ranged +4, Defensive Training +4, Leadership +2, Survival +2

Talents: Cleansing Spray, Defensive Fighting III, Devastating Cripple (ranged I), Efficient First Aid, Field Medic, Hardened Survivalist, Military Unarmed Combat Training II, Penetration III, Powered Armor Training, Resilience, Resistant III, Spread the Love, Ultra-Specialization, War Scars, Weapon Mastery (ranged III)

Strength: 12* **Instinct: 9*** **Agility: 5** **Fortitude: 7**

Intelligence: 8 **Willpower: 6**

Gear: Tier 3 CMC-405 Light Powered Armor with Medical Delivery System (30 units of nanites), Automated Medical Delivery System, Extra Reinforcement, Empowered Servos, and Attached Heavy Weapon Upgrade (grenade launcher with fragmentation grenades), Tier 3 Flak Pistol with Improved Potency and 3 magazines, Tier 3 Ballistic Combat Shield, Frag Launcher Grenade x6, Tier 3 First Aid Kit x6, Tier 3 Trauma Kit, Tier 3 Injector with 2 doses of Anti-toxin and 4 doses of painkillers x2

Special Ability (Medical Mastery): The medic gains the following benefits to using medicine and healing allies.

-The medic can use the medical delivery system to heal two allies within medium range that are within 3 squares of one another. Those allies heal 144 hit points. This uses a healing threshold, and those characters gain +10 to their endurance checks against poison for 8 rounds

-When the MDS is used, they can also use the same action to heal all allies within short range. Those allies each heal 129 hit points. This uses a healing threshold, and those characters gain +10 to their endurance checks against poison for 8 rounds.

-When the medic performs first aid on an ally, they can spend a morale point to heal +8 hit points and the ally gains a morale

-On a first aid check, if the natural roll is a 6 or higher, the target also heals a crippling wound. On a 12+, the target does not use up a healing threshold and the medic does not use a medipack

-When healing an ally with a first aid kit, the medic heals +35 hit points

-The medic gains +5 on medicine checks to stabilize allies.

-The medic can expend a medipack instead of using a trauma kit for anything a trauma kit is required for.

-When an ally spends a healing threshold when healed by the medic, they gain 17 protection points, and regain 8 hit points per round until target is reduced to 0 protection points.

Special Ability (Shield Ally): The medic can shift as a free action to absorb a blow that was meant towards an adjacent ally. This can be any non-area melee or ranged attack. The guardian and the ally swap squares.

Special Ability (Relentless): Whenever the medic would be dealt an ongoing crippling wound effect, they can roll a d20. If the result is 6 or higher, the attack is a normal hit, not a crippling wound. If the attack is dealing multiple crippling points, the medic must roll for each separate crippling point.



Fleet Admiral Description

Fleet admirals are the highest rank individuals in the navy, as they command naval fleets in battle. A fleet admiral is a distinguished and potent individual that commands vast forces upon the deck of a war ship. Fleet admirals rose to their positions through iron will and a firm understanding of space combat. Fleet admirals act with bravado and superiority, and most are not afraid to get their hands dirty if their ship is boarded.

Admiral Tactics

Fleet admirals are rarely fought alone. They tend to stay back in combat, using leadership and combat influence actions on their foes. They usually use leadership for defensive formation, rally their allies every round, and use influence to demoralize their foes. Once an enemy is at sufficiently low morale, they use Intimidating Shot to force them to surrender. In the meantime, they shoot at their foes with their hand cannons. They will make their Maximum Firepower counterattacks when possible, though they try to not get attacked. If they do become a target, they have a personal energy shield to whether those attacks. If they are engaged in melee, they draw their officer's swords and fight with the flourish of a master duelist.

Fleet Admiral

Level 30 Terran Advanced Heroic Character (Core Citizen/ Mobile Gunner/ Pilot/ Leader/ Military Commander/ Taskmaster/ Ace Pilot/ Soldier/ Aristocrat/ Commodore/ Weapon's Expert/ Icon of Mankind/ Ever-Living/ Paragon of Discipline/ Enforcer), Low Threat

Skill Purchases: 28	Talent Purchases: 15	Ability Score Purchases: 27
Hit Points: 334	Healing Threshold: 10	Damage Threshold: 51
Defense: 35	Toughness: 28	Resolve: 44
Speed: 7	Shift Speed: 2	Morale Bonus: +12
Space: 1 square	Reach: 1 square	Initiative: +16
Damage Resistance: 13	Psionic Resistance: 66	Energy Shields: 100

-Hand Cannon 1d20+21 accuracy, 54 damage, +1 strike maximum, 6 shots at medium range; *Special Traits*: Penetration 14

-Sword 1d20+16 accuracy, 46 damage, +1 strike maximum; *Special Traits*: Penetration 11, Rending 6, Defensive, Versatile

Skills: Acrobatics 8, Athletics 8, Computers 12, Defensive Training 12, Durability 15, Influence 12, Leadership 15, Lore 12, Melee 12, Mental Training 15, Perception 11, Pilot 16, Ranged 17, Science 12, Survival 8, Tactics 16

Skill Focuses: Pilot +4, Tactics +2, Ranged +5, Leadership +3, Durability +3, Influence +2, Mental Training +3

Talents: Aerial Evasion II, Bombardment, Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged II), Dog Fighter, Far Shot, Grand Leader, Hardened Survivalist, Inspirational Presence, Intimidating Presence, Penetration V, Resilience II, Resolute II, Ultra-Specialization, War Scars, Weapon Mastery (melee III, ranged III)

Strength: 6 **Instinct**: 10 **Agility**: 7 **Fortitude**: 8

Intelligence: 9 **Willpower**: 10

Gear: Tier 3 Hand Cannon with Improved Potency, Improved Precision, and Empowered Firepower and 3 magazines of armor piercing rounds, Tier 3 Sword with Improved Potency, Improved Precision, Jagged, and Piercing, Admiral's Uniform (Tier 3 Padded Jacket with Extra Reinforcement, Tier 3 Equipment Belt x2, Tier 2 Protective Energy Barrier, Tier 3 injector with Painkillers x6)

Special Ability (Maximum Firepower): Once per round, when the admiral is hit by an enemy attack, they gain spend an opportunity attack to counter attack, as long as they know where the target is. They can use this ability inside a vehicle, and counter attack with vehicle weapons.

Special Ability (Intimidating Shot): When making a successful ranged attack with the hand cannon, the admiral can choose to automatically miss the attack to make a Demand Surrender test with a bonus to the test equal to the amount they surpassed the target's defense. Furthermore, on any successfully damaging pistol attack, the admiral can reduce the final damage dealt by half, to gain a bonus to all combat influence tests made against the target equal to the damage dealt by the attack until the end of the turn.

Special Ability (Vehicle Mastery): The admiral gains the following bonuses as relates to commanding or piloting a vehicle.

-The admiral gives their vehicle +7 defense (+11 with aerial vehicles)

-Any commanded vehicles gain +100% acceleration rating

-Vehicles deal +6 power ratings of damage, and then gain a flat +7 damage bonus. This damage bonus increases to +23 while aiming.

-Piloted vehicles also gain +4 accuracy, or +11 with ordinance

-Vehicle weapons gain +10 penetration

- Vehicle weapons deal +2 crippling wound points
- Piloted vehicles gain protection points each round equal to their fortitude

Special Ability (Rapid Healing): Whenever the admiral spends a healing threshold to regain hit points, they recover twice as many hit points as normal.

Special Ability (Fortitude of Spirit): The admiral generates a morale for themselves at the end of each turn. In addition, when the admiral spends a morale, they roll a d20. On a 12+, the morale is not spent.

Special Ability (Master Leader): The admiral gains the following perks as relates to leadership.

- The admiral gives 5 protection points whenever they rally allies.
- The admiral generates one extra morale point when rallying, and can give up to two morale points to each ally
- The admiral's leadership combat augmentations cap at DC 35
- Allies under the effect of the admiral's leadership gain a bonus to their movement speed equal to their morale level
- The admiral gives a free morale point to led allies every turn, but their morale bonus is reduced to half normal +2
- Everyone under the effect of this character's leadership gains +4 toughness and resolve
- When allies under leadership spend a morale to improve an attack roll, they may spend an extra morale to reroll the attack roll entirely
- When one of the admiral's ally is targeted by a combat influence attempt, the commodore can make an opposed influence check, cancelling the effect if they win

Special Ability (Intense Focus): The benefit to resolve and morale bonus from the Focus combat behavior increases to +8. In addition, the Focus combat behavior does not count against the admiral for the number of combat behaviors the admiral can have at once.



HERC Operations Leader Description

HERC operations leaders were the pioneers of the HERC commando corps. Most operations leaders began as trained military operatives, usually demolitionists, siege experts, and SCV team leaders. After serving for years in the military, fighting the good fight to stabilize a war-torn sector, these operatives transitioned to the new HERC commando corps. As the first of their organization, they tested the armor and paved the way for the new recruits to join their mission. Now, these founding operatives guide units of like-minded military engineers into battle.

HERC Tactics

These venerable HERCs fight much like the others of their kind, relying heavily on sculpting the battlefield ahead of time, luring the enemy in, and then fighting up close. The operations leader is a very defensive combatant, with high hit points, damage resistance, and plenty of self-healing. They work well to absorb the fire from their ally, using the grapple cannon to pull themselves close. They then follow up with heavy strike rifle butt attacks, or close blasts with their flash welder. As tinkers and guardians, the HERC does not have particularly good accuracy for their level, so they will use tactics to increase their effectiveness.

If given the opportunity, a HERC will avoid close combat and work on repairing and upgrading turrets and other machines. However, they know part of their role is to be a guardian, so they will leave the comforts of machinery to hurry back and absorb fire for their allies. They make sure to use the grapple cannon to move quickly around a battlefield to be wherever they need to be.

HERC Operations Leader

Level 26 Terran Heroic Character (Fringe World/ Scavenger/ Slugger/ Guardian/ Battlefield Engineer/ Goader/ Heavy Armor Operator/ Survivalist/ Protector/ Immortal/ Ever-Living/ Prodigy/ Hulk), High Threat

Skill Purchases: 23

Talent Purchases: 15

Ability Score Purchases: 17

Hit Points: 392

Healing Threshold: 9

Damage Threshold: 44

Defense: 22

Toughness: 51

Resolve: 28

Speed: 7

Shift Speed: 1

Morale Bonus: +9

Space: 2 by 2 squares

Reach: 2 square

Initiative: +9

Damage Resistance: 55

Psionic Resistance: 30

-Flash Welder 1d20+12 accuracy, 26 damage, 1 strike maximum, 200 shots as special range; *Special Traits:* Penetration 4, Cone 5, Spread, Close Quarters

-Rifle Butt 1d20+16 accuracy, 40 damage, 1 strike maximum; *Special Traits:* Penetration 2

-Grapple Cannon 1d20+18 accuracy, 60 damage, 1 strike maximum, 25 squares; *Special Traits:* Penetration 5, Grapple

Skills: Acrobatics 6, Athletics 13, Computers 10, Defensive Training 15, Durability 14, Endurance 12, Influence 8, Leadership 6, Lore 8, Medicine 7, Melee 13, Mental Training 12, Perception 6, Ranged 11, Science 14, Tactics 9

Skill Focuses: Defensive Training +4, Durability +3, Endurance +2, Influence +2, Endurance +2, Science +2, Melee +2, Science +3, Survival +2, Computers +2, Athletics +2, All Skills +1

Talents: Bulwark, Calm Engineer, Defensive Fighting III, Devastating Cripple (melee), Dissuade, Powered Armor Training, Hardened Survivalist, Never Give Up, Resilience II, Resolute, Sabotage III, Smart Shot, Structural Weakness III, Unstoppable Movement, Weapon Mastery (melee III, ranged III)

Strength: 18*

Instinct: 5*

Agility: 1

Fortitude: 10

Intelligence: 8

Willpower: 6

Gear: Tier 3 Hostile Environment Repair Chassis with Extra Reinforcement, Empowered Servos, and Improved Potency, 2 doses of Antitoxin, 2 doses of Painkillers, 1 dose of Mental Stimulants, Tier 3 Repair Kit x3, Tier 3 Medipack x2

Special Ability (Grapple Cannon): The grapple cannon possesses 25 squares of chain and can be used to hook onto surfaces or objects. The grapple cannon automatically hooks onto unattended objects or terrain surfaces without requiring a check. Furthermore, the wearer can then either pull the target towards them or pull themselves towards the target. They can pull the target towards them if they are a medium-sized or smaller. If the target is large-sized or larger, they instead pull themselves towards the target. Either way, there must not be any cover between the combatants for them to pull towards each other, and there must be an open square within the path of both targets for the moved character to land in. When pulling yourself or an enemy, you can choose for the moved character not to be transported the full distance, dropping them or yourself at any point in a straight line between both targets.

Special Ability (Defender Mastery): The HERC operations leader gains the following benefits as relates to defending and survivability.

- The HERC counts as large-sized for hit points, toughness, and damage threshold
- Enemies cannot attack the HERC's allies within 3 squares if they can attack the marauder instead, unless they pass a DC 33 willpower check
- The HERC can spend a move action to spend a healing threshold and recover 100 hit points (including benefit below).
- Whenever the HERC spends a healing threshold to be healed, they recover twice as many hit points
- The HERC's armor gives them +15 damage resistance against any attack that deals acid damage, +15 against any area attack where they are not the primary target, and +30 damage resistance against an attack that does both
- The HERC gains advantage on endurance checks and suffers half as much poison damage.
- Roll a d20 for every crippling wound point suffered. On a 12+, the attack is a normal hit, not a crippling wound.

Special Ability (Structural Repair): The HERC can use the flash welder as a standard action to repair a construct or object from the outside. This requires 1 shot of ammunition, but the target recovers 90 hit points.

Special Ability (Cool Headed): The HERC automatically gains a free morale level at the end of every one of their turns.

Special Ability (Battlefield Crafting): The HERC can use his expertise of battlefield science to modify battlefield terrain or equipment to be more efficient. The following actions are performable with this ability.

-Augment Machine: This affects a Terran turret or robot. This power either increases all of its damage resistances by 2 or increases the power rating of all weapons by 1. This benefit lasts until the machine is destroyed and takes 15 minutes to implement.

-Craft Terrain: This modifies walls and structures, up to 16 squares. The HERC can increase the cover size, or shape it to whatever form desired, such as making an opening in a wall for firing holes. This ability takes 1-5 minutes per square, depending on how in-depth the changes are (GM's discretion).

Kel-Morian Fixer Description

Kel-Morian society is brutal. Even beyond the beleaguered laborers fighting for fair wages and safe working conditions, the conflicts between the guilds involves espionage, sabotage, and assassinations. The masters of this form of war are the Kel-Morian fixers; highly dangerous and crafty individuals who used underhanded techniques to give the advantage to their employer. Fixers have neither shame nor conscience. They will do whatever they can on behalf of their clients, so long as they get paid. If they are not paid, their former employers should tread carefully, lest they be the fixer's next victim.

A fixer will usually take a job for 300,000 credits per week of service, possibly more if the job is extremely difficult or high profile.

Fixer Tactics

Fixers are very skilled individuals, but they are not soldiers. In a straight up fight, they will not last long against dedicated combatants. However, fixers do not pick fair fights. If everything goes according to plan, they will never enter combat at all. Their focus is pitting people against one another, assassinations, planting explosives, and espionage. However, if a fixer is forced into combat, they will rely heavily on their allies. Otherwise, they will flee.

In an encounter, a fixer will try to avoid attention by using stealth to hide or influence to give an ally the taunting effect. If hidden, they will try to use their stealth combat stunts to plant explosives throughout the battlefield and perform clever ambush attacks. If needed, they will sneak around the battlefield to get behind enemy ranks to place an explosive where it can do maximum damage.

If they are not hiding, they will instead rely on influence to control their foes. They will redirect attacks onto an ally, while demoralizing and demanding surrender, relying on their ability to stagger and stun foes. In the meantime, they will punish their enemies with overwhelming amounts of explosives. Fixers are not conservative with their explosives; they will use as many as they can and buy replacements when the job is done.

Kel-Morian Fixer

Level 22 Terran Heroic Character (Kel-Morian Combine/ Guerilla Fighter/ Infiltrator/ Demolitionist/ Insurgent/ Spy/ Operative/ Trap Expert/ Assassin/ Figurehead/ Destroyer), Low Threat

Skill Purchases: 26

Talent Purchases: 10

Ability Score Purchases: 19

Hit Points: 155

Healing Threshold: 7

Damage Threshold: 31

Defense: 27

Toughness: 24

Resolve: 28

Speed: 7

Shift Speed: 2

Morale Bonus: +9

Space: 1 square

Reach: 1 square

Initiative: +10

Damage Resistance: 10

Psionic Resistance: 29

Energy Shields: 100

-Fusion Rod w/ Shocking 1d20+10 accuracy, 25 damage, +3 strikes maximum; *Special Traits:* Penetration 11, Rending 2, Smashing, Energy Damage, Stun

-Fusion Rod w/ Phasing 1d20+10 accuracy, 25 EMP damage, +3 strikes maximum; *Special Traits:* Smashing, Energy Drain, Rending 2

-Gauss Pistol w/ Pistolier 1d20+17 accuracy, 31 damage, +3 strikes maximum, 15 shots at medium range; *Special Traits:* Penetration 17, Rending 2, Grip Extension, Suppressed

-Fragmentation Grenade 1d20+14 accuracy, 70 damage, 1 strike maximum, medium range; *Special Traits:* Burst 5, Penetration 5, Rending 2, Grenade, Delay

-Demolition Charge w/ Planted Explosive 1d20+24 accuracy, 140 damage, 1 strike maximum, short range; *Special Traits:* Burst 7, Penetration 10, Rending 2, Destructible, Unstable Explosive, Timed Explosive

-Cluster Mine 1d20+20 accuracy, 75 damage, 1 strike maximum; *Special Traits:* Burst 6, Penetration 5, Burst 6, Rending 2, Hailfire 1, Cluster Land Mine, Planted Explosive, Destructible, Hidden

Skills: Acrobatics 10, Athletics 10, Computers 10, Defensive Training 10, Durability 10, Endurance 8, Influence 12, Leadership 6, Lore 8, Melee 8, Mental Training 10, Medicine 8, Perception 8, Pilot 8, Ranged 14, Stealth 14, Science 8, Survival 10, Tactics 10

Skill Focuses: Acrobatics +3, Influence +2, Lore +2, Ranged +4, Science +2, Stealth +4

Talents: Close Combat Shot, Dissuade, Distraction, Dodge, Grenade Catcher, Pistol Finesse II, Pistolier, Precision Blasting, Sneak Attack, Stalker, Weapon Mastery (ranged)

Strength: 4

Instinct: 6

Agility: 7

Fortitude: 5

Intelligence: 8

Willpower: 8

Gear: Tier 3 Gauss Pistol with Suppressor, Empowered Firepower, and Improved Potency and 3 magazines of adamantite spikes, Tier 3 Fusion Rod with Improved Potency, Tier 3 Fragmentation Grenade with Improved Potency and Shredder x2, Tier 3 Land Mine x2, Tier 3 Cluster Mine x2, Tier 3 Demolition Charge x2, Tier 3 Padded Jacket with Extra Reinforcement, Tier 3 Equipment Belt x2, Tier 2 Protective Energy Barrier, Tier 3 Backpack, Tier 3 Medipack x2, Tier 3 Trauma Kit, Tier 3 Flashlight, Tier 3 Motion Detector, Tier 3 Tactical Mask, Credit Chip with 20,000 credits

Special Ability (Stealth Combat Stunt): The fixer gains a selection of various stealth tricks they can deploy in combat. They can attempt up to 6 combat stunts every encounter. When they chose to use a stealth stunt, they make a stealth skill check. If the check is successful and the conditions are right, they pull off the stealth stunt. Refer to the following table for the stunts they can perform, when they can perform them, and the stealth DC to pull them off.

-Ambush (DC 20): After gaining the hidden condition, the fixer can make a stealth check to activate. If they succeed, they can make an instant standard action attack with a ranged weapon, this attack does not break stealth

-Forward Mine (DC 15): When planting a mine, the fixer can make a stealth check to deploy the mine within 6 squares of them and remain hidden while doing so.

-Follow Up (DC 20): When an enemy steps on the fixer's mine, they can make a stealth check to perform one of two actions: make a standard attack against a target hit by the mine or attempt to hide from sight.

Special Ability (Sabotage Focus): The fixer gains the following benefits as relates to stealth, assassination, and sabotage.

-The fixer can make stealth checks to hide in combat even while being observed

-The fixer can make a stealth check to hide automatically at the beginning of every encounter

-The fixer can take two full-round actions as part of a surprise round.

-The fixer gains Hailfire 1 against enemies that are unaware of him

-The fixer gains +5 damage against enemies that are flat-footed or unaware of them; they gain +10 damage against unconscious or stunned enemies or those at negative 5 morale

-The fixer gains +2 power ratings of damage with planted explosive as well as +8 accuracy. The DC of the perception check to spot their explosives is +10

Special Ability (Influence Focus): The fixer gains the following benefits as relates to influence and persuasion.

- The fixer gains advantage on combat influence attempts to taunt
- The fixer only requires the enemy to have 3 negative morale levels to use terrorize or demand surrender
- When the fixer taunts, it can instead make an ally within medium range be taunting instead
- Success or fail, targets of the fixer's combat influence attempts lose a morale and are staggered
- If the fixer makes a successful combat influence action to demoralize a target at negative morale, the target is stunned for 1 round.
- The fixer's combat influence cannot stun or stagger a single target two rounds in a row

Special Ability (Rapid Reaction): The fixer gains +2 accuracy as long as they move at least 1 square on their turn. In addition, they can make a bob and weave action as a free action in any turn that they action move.

Kel-Morian Raid Leader Description

When the KMC needs a military op done right, they call in a raid leader. These individuals are veteran rippers who have a proven track record of solving problems with brutal, unrelenting force. Whether their mission is the quell some rebellious miners, fight a skirmish with the Dominion, or defending a mining base from the Zerg, the raid leader will do it and enjoy the slaughter that commences.

Raid leaders either operate in small groups of similar individuals or lead less experienced Kel-Morians into battle. When acting in a group with other raid leaders, one of them will act as their commander and provide leadership.

Raid Leader Tactics

Raid leaders dual wield a heavy gauss rifle with a military shotgun, therefore are capable of doing terrible damage up close. Using the boosters in their armor, they will begin combat by using Ultimate Tactics for an increase to all attributes and then charge close to the enemy. They fire using focused bursts with their heavy gauss rifle, and then begin shooting with their shotguns at short range. They try to stay at short range of their foes, so they can gain full accuracy with both weapons and almost all possible hailfire. If they are engaged in melee, they will use their dual rifle bayonets to smash their foes with great strength. When they need to reload their weapons, they will either disengage from combat or charge forward and continue stabbing foes with their bayonets. They gain protection points when using melee attacks, so that helps them sustain in close combat.

Kel-Morian Raid Leader

Level 26 Terran Heroic Character (Kel-Morian Combine/ Slugger/ Soldier/ Brute/ Gunner/ Tough Guy/ Military Commander/ Prime Specimen/ Slicer/ Special Forces/ Executioner/ Warmonger/ Bulging Bicep Brawler), Medium Threat

Skill Purchases: 28

Talent Purchases: 13

Ability Score Purchases: 21

Hit Points: 333

Healing Threshold: 10

Damage Threshold: 41

Defense: 29

Toughness: 34

Resolve: 24

Speed: 10

Shift Speed: 2

Morale Bonus: +7

Space: 1 square

Reach: 1 square

Initiative: +8

Damage Resistance: 28

Psionic Resistance: 22

-Military Shotgun w/ Dual-Wielding; 1d20+12 accuracy, 39 damage, +2 strike maximum, 10 shots at short range; *Special Traits:* Penetration 4, Rending 4, Spread, Gradual Reload, Close Quarters

-Heavy Gauss Rifle w/ Dual-Wielding; 1d20+13 accuracy, 39 damage, full auto, 150 shots at distant range; *Special Traits:* Penetration 8, Rending 4

-Rifle Bayonet w/ Dual Wielding 1d20+19 accuracy, 48 damage, +2 strikes maximum x2; *Special Traits:* Penetration 6, Rending 4

Skills: Athletics 10, Acrobatics 10, Computers 4, Defensive Training 11, Durability 14, Endurance 13, Leadership 5, Lore 5, Medicine 6, Melee 16, Mental Training 8, Pilot 8, Ranged 14, Survival 8, Tactics 8

Skill Focuses: Acrobatics +2, Athletics +2, Defensive Training +2, Durability +3, Endurance +2, Leadership +2, Melee +5, Ranged +3

Talents: Close Combat Shot, Dual-Weapon Skill II, Hardened Survivalist, Military Unarmed Training, Natural Health, Powered Armor Training, Power Strike II, Resilience, Weapon Mastery (ranged III, melee III), Wrestling Combatant

Strength: 13*

Instinct: 5

Agility: 8

Fortitude: 9

Intelligence: 4

Willpower: 6

Gear: Tier 3 Military Shotgun with Improved Potency and Rifle Bayonet and 2 magazines of adamantine shells, Tier 3 Heavy Gauss Rifle with Improved Potency and Rifle Bayonet and 2 magazines of U-238 spikes, Tier 3 Ripper Repurposed Combat Armor with Extra Reinforcement, 1 doses of Combat Stimulants, 2 doses of Rage, 2 doses of Painkillers

Special Ability (Combat Mastery): The raid leader gains the following benefits that relate to combat.

- When performing an automatic burst, the attack gains +1 hailfire against the primary target
- When making a heavy strike melee attack, the attack gains Cleaving (1)
- When the raid leader suffers damage from an attack, they can perform an instant shift action without using a reaction.
- When dealing a crippling wound with a melee attack, the raider leader deals +1 crippling wound point
- When hitting an enemy with a melee attack, the raid leader gains 15 protection points
- Once per turn, when reducing an enemy to 0 hit points, the raid leader gains a bonus standard action.

Special Ability (Military Commander): When the raid leader rallies, they generate 1 extra morale point and can give up to two morale points to a single ally. In addition, all allies under the raider leader's leadership gain bonus movement speed equal to their morale bonus.

Special Ability (Prime Physique): The raid leader gains +5 to endurance checks against poison.

Special Ability (Bulging): The raid leader counts as large-sized for special combat actions.

Special Ability (Precision Combat): The raid leader uses up half as much ammunition when performing an automatic fire method.

Special Ability (Ultimate Tactics): When the raider leader use tactics to perform a combat augmentation, they gain the benefit of every tactics augmentation with a single dice roll at the DC 15 level. Therefore, whenever a character uses tactics, they gain the benefit of Precision Aim, Defensive Stance, Fast March, Long Shot, and Hardiness.

Marine Field Commander Description

The marine field commander is a veteran soldier that has proven their ability to lead other soldiers in battle. A marine field commander could be just about any rank, from a highly inspirational and skilled sergeant to a colonel or general. What matters is that they are true combat veterans of incredible skill who have a knack for leading others into battle. Marine field commanders are usually found either leading special forces squads or acting as commanders for entire platoons.

Commander Tactics

Marine field commanders are tough combatants, able to generate lots of protection points for themselves while also being able to shrug off crippling wounds. They are also exceptional marines who can do considerable damage in battle. However, their true focus is their leadership, which allows them to act as a force multiplier in battle. Field commanders always start combat by setting up a leadership combat augmentation, usually defensive formation or responsive strategy, and rallying their allies. The field commander will ensure that they can continue to rally their allies every turn, and then pinpoint priority targets with their gauss fire. Their target becomes marked, allowing all their allies to attack the marked target and gain the benefit of an aim action.

Marine Field Commander

Level 28 Terran Heroic Character (Core Citizen/ Soldier/ Survivalist/ Leader/ Tactical Commander/ Prime Specimen/ Gunner/ Warrior/ Military Commander/ Special Forces/ Weapon's Expert/ Icon of Mankind/ Spartan/ Astral Soldier), Medium Threat

Skill Purchases: 29

Talent Purchases: 20

Ability Score Purchases: 22

Hit Points: 352

Healing Threshold: 11

Damage Threshold: 44

Defense: 41

Toughness: 42

Resolve: 36

Speed: 7

Shift Speed: 2

Morale Bonus: +12

Space: 1 square

Reach: 1 square

Initiative: +12

Damage Resistance: 40

Psionic Resistance: 35

-**Heavy Gauss Rifle** 1d20+23 accuracy, 45 damage, automatic, 150 shots at distant range; *Special Traits:* Penetration 16, Rending 2, Full Automatic

-**Flak Pistol** 1d20+21 accuracy, 58 damage, 1 strike maximum, 12 shots at short range; *Special Traits:* Penetration 15, Rending 3, Recoil

-Frag Grenade 1d20+19 accuracy, 70 damage, 1 strike maximum; *Special Traits*: Penetration 19, Burst 4, Grenade, Delay

-Rifle Bayonet 1d20+17 accuracy, 44 damage, 1 strike maximum; *Special Traits*: Penetration 11

Skills: Athletics 8, Acrobatics 8, Defensive Training 17, Durability 15, Endurance 12, Leadership 15, Lore 9, Medicine 8, Melee 13, Mental Training 14, Perception 8, Pilot 10, Ranged 17, Survival 8, Tactics 12

Skill Focuses: Ranged +4, Defensive Training +4, Leadership +3, Mental Training +2, Tactics +3, Durability +2, Tactics +2, All Prowess +1

Talents: Anything is Possible, Close Combat Shot, Critical Timing, Defensive Fighting III, Defense of Will, Far Shot, Grand Leader, Hardened Survivalist, Inspirational Presence, Natural Health, Penetration III, Powered Armor Training, Resistant, Resilience, Resolute, War Scars, Ultra Specialization, Weapon Mastery (ranged III), Wrestling Combatant

Strength: 13* **Instinct**: 10* **Agility**: 6 **Fortitude**: 9

Intelligence: 6 **Willpower**: 7

Gear: Tier 3 CMC-400 Elite Powered Armor with Extra Reinforcement, Kinetic Foam, and Empowered Servos, Tier 3 Heavy Gauss Rifle with Improved Potency and Rifle Bayonet and 3 magazines of U-238 rounds, Tier 3 Ballistic Combat Shield, Tier 3 Flak Pistol with Improved Potency and 3 magazines, Tier 3 Fragmentation Grenade with Penetrating x2, 2 doses of Combat Stimulants, 2 doses of Painkillers, 1 dose of Tranquilizers, Tier 3 Medipack x2

Special Ability (Endure): The first time the marine suffers damage in a turn, they reduce the damage by half, after all modifiers. Afterwards, they gain protection points equal to the final damage they suffered.

Special Ability (Combat Mastery): The marine gains the following benefits as relates to combat.

- When performing an automatic burst, the attack gains +1 hailfire against the primary target
- The marine uses up half as much ammunition when performing an automatic burst of any kind
- When hitting with an aimed attack, until the start of next turn, all allies gain the benefit of aiming without needing to make an aim action, as long as they target whom you aimed against
- When the marine suffers a crippling wound, the marine can roll a d20. On a 12+, the crippling wound is negated.
- The marine gains 20 protection points at the start of each turn from their armor.
- The marine gains +9 to endurance checks against poison

Special Ability (Leadership Mastery): The marine gains the following benefits as relates to leadership.

- When the marine rallies an ally, they gain 5 protection points
- All allies under the marine's leadership gain +2 morale bonus, +4 toughness, and +4 resolve.
- All allies under the marine's leadership gain bonus movement speed equal to their positive morale points
- When an ally under the marine's leadership fails an attack roll, they can spend two morale to reroll the attack and add their morale bonus to the attack
- When rallying, the marine can give up to two morale points per ally

Special Ability (Ultimate Tactics): When the marine use tactics to perform a combat augmentation, they gain the benefit of every tactics augmentation with a single dice roll at the DC 15 level. Therefore, whenever a character uses tactics, they gain the benefit of Precision Aim, Defensive Stance, Fast March, Long Shot, and Hardiness.

Marine Siege Company Description

Dedicated anti-fortification experts, siege company marines are the elite tank pilots and ordinance bearers for the military. Siege company are often thought of as glory hunters, always trying to top each other and accrue greater and more prestigious kills. They are called forth to help the military with the destruction of priority targets, such as tanks and turrets, that they bombard with their powerful missile launchers. Even more common, siege company pilot siege tanks and thors into battle, using their incredible skill with explosives to crush their enemies.

Marine Tactics

Siege marines seek to bunker down in a location and blast their target from afar. They prefer an area in cover, where they can crouch, tactics for defense or damage resistance, and then blast away with their rocket launchers. They generally focus on gargantuan or colossal targets. They perform this tactic until they are out of rockets or approached in close combat. Afterwards, they pull out their military shotguns and rush in to help push or defend, as needed. Upon doing so, they will switch their tactics to improving their accuracy.

In these close quarter's battles, siege company are tough and boisterous combatants. They have plenty of protection, damage resistance, and protection against crippling wounds. They take advantage of this by using Master of Taunts to get all enemies to focus on them for a time while their softer allies help them deal damage.

Marine Siege Company

Level 25 Terran Heroic Character (Core Citizen/ Soldier/ Demolitionist/ Pilot/ Military Commander/ Goader/ Tank Commander/ Survivalist/ Destroyer/ Special Forces/ Ace Pilot/ Assault Commando), Medium Threat

Skill Purchases: 27

Talent Purchases: 21

Ability Score Purchases: 21

Hit Points: 322

Healing Threshold: 10

Damage Threshold: 40

Defense: 29

Toughness: 41

Resolve: 32

Speed: 6

Shift Speed: 1

Morale Bonus: +9

Space: 1 square

Reach: 1 square

Initiative: +13

Damage Resistance: 46

Psionic Resistance: 34

-Rocket Launcher 1d20+24 accuracy, 100 damage, 1 strike maximum, 3 shots at long range; *Special Traits*: Penetration 25, Burst 6

-Military Shotgun 1d20+18 accuracy, 42 damage, +1 strike maximum, 6 shots at short range; *Special Traits*: Penetration 9, Rending 4, Spread, Gradual Reload, Close Quarters

-Rifle Bayonet 1d20+14 accuracy, 51 damage, 1 strike maximum; *Special Traits*: Penetration 7

Skills: Acrobatics 8, Athletics 8, Defensive Training 16, Durability 14, Endurance 12, Influence 10, Leadership 8, Melee 12, Mental Training 12, Perception 12, Pilot 15, Ranged 16, Survival 8, Tactics 13

Skill Focuses: Ranged +4, Defensive Training +4, Durability +2, Pilot +3, Leadership +2, Survival +2, Tactics +2

Talents: Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged II), Dissuade, Grenade Catcher, Hardened Survivalist, Heavy Metal II, Powered Armor Training, Resilience II, Resolute, Steady as She Goes, Weapon Mastery (melee II, ranged III)

Strength: 15*

Instinct: 10*

Agility: 4

Fortitude: 10

Intelligence: 6

Willpower: 7

Gear: Tier 3 CMC-300 Powered Armor with Extra Reinforcement, Kinetic Foam, and Empowered Servos, Tier 3 Rocket Launcher with Improve Potency, Laser Guided, and Improved Precision with 12 anti-armor rockets, Tier 3 Military Shotgun with Improved Potency and Rifle Bayonet with 3 magazines of adamantine shells, 2 doses of Combat Stimulants, 2 doses of Painkillers, 1 dose of Tranquilizer, Tier 3 Communicator, Tier 3 Medipack

Special Ability (Combat Master): The marine gains the following benefits as relates to combat.

- When the marine suffers a crippling wound, the marine can roll a d20. On a 12+, the crippling wound is negated.
- The marine gains 20 protection points at the start of each turn from their armor.
- The marine reduces all crippling wounds suffered by 3 points.
- The marine uses up half as much ammunition when doing automatic bursts
- The marine gains +1 burst area and +2 power ratings with explosives, and can throw grenades at medium range

Special Ability (Master of Taunts): When the marine performs a successful Taunt combat influence action in combat, they effect all enemies within a Burst (2). In addition, the penalty for not attacking the marine while taunted is -15.

Special Ability (Master Tank Pilot): The marine gains the following benefits as relates to piloting vehicles.

- The marine increases the acceleration rating of all piloted vehicles by 50%
- All vehicles gain +3 defense, +18 toughness, and +18 damage threshold.
- When piloting a non-open topped ground vehicle or walker, the vehicle gains +17 damage resistance and a bonus +5 damage threshold
- The pilot reduces all crippling wounds suffered by their vehicle by 1
- All rocket or missile attacks fired by the vehicle gains +6 power ratings of damage, +5 accuracy, and +3 burst area.
- When using the weapons of a siege tank or thor, all vehicle weapons gain +8 power ratings of damage, +10 accuracy, and +5 burst area
- All other vehicle weapons gain +2 power ratings of damage

Special Ability (Ultimate Tactics): When the marine use tactics to perform a combat augmentation, they gain the benefit of every tactics augmentation with a single dice roll at the DC 15 level. Therefore, whenever a character uses tactics, they gain the benefit of Precision Aim, Defensive Stance, Fast March, Long Shot, and Hardiness.



Marine Special Forces Description

The marine special forces are used to complete the tasks that are best solved by a few elite soldiers rather than vast amounts of inexperienced soldiers. Hardened by ruthless training and veterans of many battlefields, the actions of a few special forces marines can change a military campaign. They are frequently sent on sabotage, assassinations, extractions, or clearing an objective location without making a lot of noise. They often operate as the escorts of ghost operatives, or under the command of a ghost commander.

Marine Tactics

Special forces marines can fight like any other marine; using tactics for accuracy, moving into position, and overwhelming foes with superior firepower. They excel at this task greater even than elite marines. However, special forces marines are trained to fight as skirmishers instead of simple line fighters. Special forces move amongst the cover, relying on their bonuses to keep cover if ending a turn without it and even benefit from crouching when it helps them. In the meantime, special forces marines rely on their knowledge and skill in battle. Instead of just utilizing tactics, they will frequently use lore combat augmentations on their preferred targets, to gain either accuracy or penetration against their priority foe.

Marine Special Forces

Level 20 Terran Heroic Character (Core Citizen/ Soldier/ Demolitionist/ Warrior/ Weapon's Expert/ Master of Arms [Gauss], Recon Infantry/ Skirmisher/ Gunner/ Special Forces), Medium Threat

Skill Purchases: 29

Talent Purchases: 15

Ability Score Purchases: 13

Hit Points: 169

Healing Threshold: 8

Damage Threshold: 32

Defense: 29

Toughness: 33

Resolve: 27

Speed: 7

Shift Speed: 1

Morale Bonus: +7

Space: 1 square

Reach: 1 square

Initiative: +11

Damage Resistance: 35

Psionic Resistance: 28

-Heavy Gauss Rifle 1d20+19 accuracy, 46 damage, automatic, 150 shots at distant range; *Special Traits:* Penetration 19, Rending 2, Full Automatic

-Gauss Pistol 1d20+19 accuracy, 32 damage, +2 strikes maximum, 15 shots at medium range; *Special Traits:* Penetration 25

-Frag Grenade 1d20+16 accuracy, 76 damage, 1 strike maximum, 1 shot at short range; *Special Traits:* Penetration 13, Burst 5, Grenade, Delay

-Rifle Bayonet 1d20+11 accuracy, 43 damage, 1 strike maximum; *Special Traits:* Penetration 11, Rending 2

-Combat Knife 1d20+13 accuracy, 32 damage, +2 strikes maximum; *Special Traits:* Penetration 15, Rending 8

Skills: Acrobatics 8, Athletics 8, Computers 4, Defensive Training 12, Durability 10, Endurance 9, Influence 4, Lore 6, Medicine 6, Melee 10, Mental Training 9, Perception 8, Pilot 8, Ranged 16, Stealth 8, Survival 8, Tactics 11

Skill Focuses: Acrobatics +2, Athletics +2, Ranged +6, Defensive Training +3, Tactics +2, All Prowess +1

Talents: Close Combat Shot, Critical Timing, Defensive Fighting III, Devastating Cripple (ranged), Grenade Catcher, Military Unarmed Combat Training II, Penetration, Powered Armor Training, Resilience, Resolute, Ultra Specialization, Weapon Mastery (ranged III)

Strength: 11*

Instinct: 12*

Agility: 5

Fortitude: 6

Intelligence: 4

Willpower: 6

Gear: Tier 2 Heavy Gauss Rifle with Rifle Bayonet, Improved Potency, and 2 magazines of U-238 rounds, Tier 3 Ballistic Combat Shield with Shield Weapon Platform, Tier 2 CMC-400 Elite Powered Combat Armor with Extra Reinforcement, Empowered Servos, and Shadowed, Tier 3 Gauss Pistol with 3 magazines of adamantine spikes, Tier 3 Combat Knife with Grip Extension, Improved Potency, Piercing, and Jagged, Tier 3 Fragmentation Grenade x2, Tier 3 Breaching Charge x2, Tier 3 Demolition Charge, 3 doses of Combat Stimulants, 2 doses of Painkillers, Tier 3 Medipack x2, 10 days worth of rations

Special Ability (Combat Mastery): The marine gains the following perks that relates to combats.

-When performing an automatic burst, the attack gains +1 hailfire against the primary target

-The marine uses up half as much ammunition when performing an automatic burst of any kind

-The marine gains +5 bonus to defense against opportunity attacks from suppressing fire

-If the marine had cover at any point during their turn and end their turn without cover, they maintain a +2 cover bonus to defense.

-The marine counts as standing or crouching, depending on what is most advantageous for maintaining stealth and defensive bonuses from cover

-Enemies making spotter checks to see the marine while they are hidden must succeed a DC 20 perception check.

Special Ability (Ultimate Tactics): When the marine use tactics to perform a combat augmentation, they gain the benefit of every tactics augmentation with a single dice roll at the DC 15 level. Therefore, whenever a character uses tactics, they gain the benefit of Precision Aim, Defensive Stance, Fast March, Long Shot, and Hardiness.



~Special Forces Marines are often deployed to exotic locations to perform their assignments

Master Assassin Description

As terran society has great political corruption, crime, and infighting, it is no surprise that there are so many assassins able to be hired. While there are many good assassins, there are few great assassins. The master assassin counts in the terms of a great assassin. These ruthless individuals are usually sociopaths who were brought up outside of society, and now kill for pleasure and profit. Frequently deranged and unstable individuals, master assassins have a lethal set of skills and knowledge on how to live off the radar. Their clients find them by referral, making dead drops, and putting up collateral to ensure the assassin gets paid. Once the deal is made, the master assassin will go after their target with ruthless zeal and efficiency, making sure to leave a calling card or collecting a trophy. These assassins usually charge 100,000 credits for a target.

Assassin Tactics

If a player character finds themselves a target of an assassin or trying to intervene with an assassination attempt, they will likely have to deal with sniper fire first. Assassins prepare their kills by waiting in a place at maximum base range from their target. Once there, they wait for their target to come by while using the focus action to build up their attack bonus. Once the enemy comes in perfect sight, they will attack, usually with a head shot, and try to eliminate their foe quickly. With their precision shot, assassination and sneak attack benefits, and gaining hailfire 1 against unaware targets, they can often kill an unaware foe with a single shot, or at least wounds and hit points to allow the second shot to kill them.

If dealing with an active enemy, the assassin will try to pick away their targets one at a time while they struggle to close the range gap. In the meantime, the assassin will ensure they have cover to help avoid incoming fire. When enemies are getting close, or they are in a battle they cannot win, they will flee, using their exceptional stealth and mobility. If they know they will be put in close combat, they will pull out their poison and coat their combat knife, so it has an extra killing edge. This takes a full-round action.

Master Assassin

Level 24 Terran Advanced Heroic Character (Fringe Colonist/ Sniper/ Infiltrator/ Assassin/ Skirmisher/ Soldier/ Disciplined Warrior/ Stunt Devil/ Operative/ Bounty Hunter/ Sharpshooter/ Legendary Gymnast), Medium Threat

Skill Purchases: 22

Talent Purchases: 17

Ability Score Purchases: 28

Hit Points: 181

Healing Threshold: 8

Damage Threshold: 33

Defense: 34

Toughness: 34

Resolve: 30

Speed: 9

Shift Speed: 5

Morale Bonus: +10

Space: 1 square

Reach: 1 square

Initiative: +12 (advantage)

Damage Resistance: 17

Psionic Resistance: 30

-Gauss Sniper Rifle 1d20+17 accuracy, 54 damage, 1 strike maximum, 4 shots at long range; *Special Traits:* Penetration 30, Rending 6, Unstoppable, Digital Scope

-Gauss Sniper Rifle w/ Aiming and Precision Shot 1d20+21 accuracy, 65 damage, 1 strike maximum, 4 shots at long range; *Special Traits:* Penetration 30, Rending 6, Unstoppable, Double Max Overages

-Combat Knife 1d20+15 accuracy, 22 damage, +4 strikes maximum; *Special Traits:* Penetration 6, Rending 8

Skills: Acrobatics 13, Athletics 12, Defensive Training 10, Durability 10, Lore 10, Melee 12, Mental Training 12, Ranged 13, Perception 10, Stealth 12, Tactics 12, Survival 12

Skill Focuses: Ranged +3, Melee +2, Stealth +4, Tactics +2, Mental Training +2, Acrobatics +3, Athletics +2, Survival +2

Talents: Close Combat Shot, Combat Reflexes, Defensive Fighting II, Devastating Cripple (ranged II), Dodge II, Martial Arts Unarmed Combat Training, Military Unarmed Combat Training, Precision Shot, Sneak Attack III, Threatening Shot, Ultra Specialization, Weapon Mastery (ranged III)

Strength: 11*

Instinct: 11*

Agility: 11*

Fortitude: 7

Intelligence: 8

Willpower: 8

Gear: Tier 3 Sniper Rifle with Increased Potency and 4 magazines of Unstoppable Rounds, Tier 3 Combat Knife with Piercing and Jagged, Tier 3 Combat Body Suit with Shadowed and Extra Enhancement, Tier 3 Fone, Tier 3 Tactical Mask, Tier 3 Equipment Belt x3, Tier 2 Medipack x3, Sniper's Gloryx2, Vial of Killer Poison x2 (DC 36, 56 poison damage)

Special Ability (Focus): The assassin can spend time focusing, concentrating, and preparing himself for an upcoming trial. For each full round spent concentrating on an action, the assassin rolls a +5 bonus on all their actions on an upcoming round. This can stack, each round spent concentrating gives an additional bonus (to a maximum of +25 bonus). Once the assassin finally acts, all checks the character makes until the start of their next turn gain the bonus.

Special Ability (Assassination Mastery): The assassin gains the following benefits that relate to stealth and assassination.

-The assassin can make stealth checks to hide in combat as a standard action, even while being observed

- When the assassin performs a shift action, they can make an instant hide attempt as part of that action
- The assassin can make a stealth check to hide automatically at the beginning of the encounter
- The assassin gains +5 damage against unaware targets or targets at negative morale, or +20 damage against targets that are helpless or at negative 5 morale
- The assassin gains +6 damage and +3 rending against unaware or flat-footed targets
- The assassin gains hailfire 1 on attacks against unaware enemies
- The assassin always acts on a surprise round, and gets to make a full-round action on a surprise round
- When killing a target with a scoped rifle, the assassin can make a separate target at another target within short range of the first target. They do not gain aiming bonuses on this attack, and it cannot lead to another attack.
- When damaging an opponent with a sniper rifle, the target and all enemies within 6 squares of the target loses 2 morale

Special Ability (Mobility Master): The assassin gains the following benefits that relate to mobility and acrobatics.

- The assassin takes half as much falling damage
- The assassin gains advantage on all acrobatics and athletics checked
- If the assassin is not flat-footed, they reduce the hailfire of all attacks against them by 1
- If the assassin is not flat-footed, they reduce the penetration of all missed area attacks against them by 1
- The assassin can does not need to sprint in a straight line, and gains concealment when they sprint
- If the assassin had cover at any point during their turn and end their turn without cover, they maintain a +2 cover bonus to defense.

Special Ability (Bounty Hunter): The assassin can make detector actions as a standard action. They also gain advantage on survival checks and automatically succeed survival checks to track if the DC is 30 or less.



Mercenary Champion Description

Constant conflict in the Koprulu Sector has made it a seller's market for mercenaries. Their constant activity has led to the sector having a great number of exceptionally gifted mercenaries, that can frequently charge excessive prices. These mercenary champions are tough gunman that gleefully wade into battle so they can spend their credits on sex, alcohol, and ammo.

Mercenary champions work for 7,500 credits per individual per day. The War Pigs are good representatives of mercenary champions.

Mercenary Tactics

Mercenary champions have heavier, more effective weapons than most soldiers, carrying formidable gauss cannons into battle. They set up a defensive line where they gang together and focus their group's fire on a single foe at once while using aim and tactics to improve accuracy. They hold onto multiple types of powerful explosives when they need to break enemy ranks, usually everyone within a squad using their explosives together at a target area for maximum impact. If the enemy gets close, they will switch to their military shotguns to use up close, or simply batter their enemies with their impressive, unarmed attacks.

Mercenary Champion

Level 20 Terran Heroic Character (Fringe Colonist/ Soldier/ Pilot/ Survivalist/ Weapon's Expert/ Unarmed Combat Expert/ Monk/ Warrior/ Tank Commander/ Warmonger), Medium Threat

Skill Purchases: 24

Talent Purchases: 14

Ability Score Purchases: 16

Hit Points: 244

Healing Threshold: 9

Damage Threshold: 36

Defense: 27

Toughness: 39

Resolve: 23

Speed: 6

Shift Speed: 2

Morale Bonus: +6

Space: 1 square

Reach: 1 square

Initiative: +10

Damage Resistance: 31

Psionic Resistance: 19

-Gauss Cannon 1d20+16 accuracy, 39 damage, full auto, 300 shots at long range; *Special Traits:* Penetration 6, Hailfire 1, Full Automatic

-Military Shotgun 1d20+14 accuracy, 37 damage, +1 strike maximum, 10 shots at short range; *Special Traits:* Penetration 4, Rending 4

-Demolition Charge 1d20+13 accuracy, 120 damage, 1 strike maximum at short range; *Special Traits:* Burst 6, Penetration 10, Unstable Explosive

-Radiation Grenade 1d20+13 accuracy, 55 damage, 1 strike maximum at short range; *Special Traits:* Burst 4, Penetration 5, Acid Damage, Corrosion, Grenade

-Unarmed 1d20+17 accuracy, 33 damage, +2 strikes maximum; *Special Traits:* Penetration 4, Rending 2, Hailfire 1, Cleaving 1, Unarmed, 2 damage per attack overage

Skills: Acrobatics 4, Athletics 4, Defensive Training 14, Durability 12, Endurance 9, Influence 8, Lore 4, Medicine 6, Melee 12, Mental Training 8, Perception 4, Pilot 8, Ranged 13, Science 4, Tactics 10

Skill Focuses: Ranged +3, Durability +2, Defensive Training +4, Melee +2, Tactics +2, Athletics +2, Prowess +1

Talents: Bulwark, Chemical Tolerance, Critical Execution, Defensive Fighting II, Hardened Survivalist, Military Unarmed Training II, Mountain Strike II, Powered Armor Training, Resilience, Weapon Mastery (ranged II, melee II)

Strength: 15* **Instinct:** 9* **Agility:** 5 **Fortitude:** 8

Intelligence: 4 **Willpower:** 5

Gear: Tier 2 CMC-300 Powered Armor with Extra Reinforcement and Empowered Servos, Tier 2 Gauss Cannon with Improved Potency and Empowered Firepower and 3 magazines of U-238, Tier 2 Military Shotgun with Empowered Firepower and Improved Potency and 2 magazines of adamantine shells, Tier 3 Demolition Charge x2, Tier 3 Radiation Grenade x2, Tier 2 First Aid Kit x2, 1 dose of Rage, 2 doses of Combat Stimulants, 2 doses of Painkillers

Special Ability (Focused Adrenaline): When the mercenary hits an enemy with a melee attack, they gain 13 protection points.

Special Ability (Bloodlust): Once per round, upon killing an enemy, the mercenary can make an immediate, extra standard action that can be used for whatever they want.

Special Ability (Vehicle Specialization): The mercenary gives whatever vehicle they are piloting +3 defense, +5 damage resistance, and +5 damage threshold.

Special Ability (Relentless): Whenever the mercenary would be dealt an ongoing crippling wound effect, he can roll a d20. If the result is 12 or higher, the attack is a normal hit, not a crippling wound. If the attack is dealing multiple crippling points, the mercenary must roll for each separate crippling point.

Mercenary Commander Description

Mercenary commanders lead their followers into battle. While they are battled hardened soldiers first, mercenary commanders are forced to be merchants as well, haggling their wages and benefits with every contract they organize. They ensure they get the best deal, that their men are taken care of, and that their men are kept in line. In addition, mercenary commanders assign out-of-combat job assignments, manage finances, and command the starships for their units. In large mercenary organizations, the commanders will often serve someone even more important. However, in small, tight knit groups, they are the heart of their organization.

Mercenary commanders can come from all sorts of origins and utilize many different fighting styles. The example here is a brave, reckless, pistol slinging run-and-gun fighter.

Mercenary Tactics

The mercenary commander wants to get close to best utilize their dual spread pistols. They use tactics to improve their defense usually, then spend their actions action moving to get close, fire their flak pistols, and then escaping. If they have any leftover actions, they will usually spend them on leadership and rallying their allied mercenaries.

Mercenary Commander

Level 26 Terran Advanced Heroic Character (Fringe Colonist/ Skirmisher/ Pilot/ Infiltrator/ Scout/ Master Navigator/ Assassin/ Survivalist/ Ace Pilot/ Grand Weapon Master/ Insurgent/ Astral Soldier/ Cannoneer), Medium Threat

Skill Purchases: 27

Talent Purchases: 31

Ability Score Purchases: 23

Hit Points: 254

Healing Threshold: 10

Damage Threshold: 38

Defense: 34

Toughness: 40

Resolve: 29

Speed: 9

Shift Speed: 3

Morale Bonus: +10

Space: 1 square

Reach: 1 square

Initiative: +13

Damage Resistance: 40

Psionic Resistance: 23

-Flak Pistol w/ Dual-Wielding 1d20+20 accuracy, 56 damage, 1 strikes maximum x2, 12 shots at short range; *Special Traits:* Penetration 13, Rending 3, Recoil

-Unarmed w/ Dual-Wielding 1d20+15 accuracy, 37 damage, +4 strikes maximum x2; *Special Traits:* Penetration 2, Unarmed

Skills: Acrobatics 10, Athletics 10, Computers 6, Defensive Training 13, Durability 11, Influence 8, Leadership 10, Lore 5, Melee 11, Mental Training 11, Perception 11, Pilot 12, Ranged 14, Science 4, Stealth 15, Tactics 11

Skill Focuses: Acrobatics +2, Pilot +4, Acrobatics +2, Ranged +4, Stealth +4, Defensive Training +2, Tactics +2

Talents: Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged II), Dodge II, Dual-Weapon Skill II, Hardened Survivalist, Galactic Champion, Heavy Metal II, Mobile Attacker III, Penetration II, Pistol Finesse II, Precision Burst, Powered Armor Training, Resilience, Sneak Attack II, Survival Instincts, Ultra Specialization, War Scars, Weapon Mastery (ranged III, melee III)

Strength: 15*

Instinct: 9*

Agility: 10

Fortitude: 9

Intelligence: 6

Willpower: 6

Gear: Tier 3 Flak Pistol with Improved Potency and Empowered Firepower with 6 magazines x2, Tier 3 Directorate Boarding Saw, Tier 3 CMC-300 Powered Combat Armor with Kinetic Foam, Empowered Servos, and Extra Reinforcement, Tier 3 Medipack x3, 2 painkillers, 1 rage, 2 combat stimulants

Special Ability (Endure): The first time the mercenary suffers damage in a turn, they reduce the damage by half, after all modifiers. Afterwards, they gain protection points equal to the final damage they suffered.

Special Ability (Paragon Pistol Mastery): If the mercenary rolls a natural 1 on a pistol attack, they can reroll the attack. They must keep the second roll.

Special Ability (Skirmisher Mastery): The mercenary gains the follow benefits that relate to mobile combat.

-If the mercenary had cover at any point during their turn and end their turn without cover, they maintain a +4 cover bonus to defense.

-The mercenary gains +2 accuracy if they moved at least 1 square on their turn

- The mercenary can make stealth checks to hide in combat as a standard action, even while being observed
- The mercenary gains +5 damage against unaware targets or targets at negative morale, or +20 damage against targets that are helpless or at negative 5 morale
- When the mercenary performs an action move, they gain +3 defense, +3 movement speed, and can make a free bob and weave action

Special Ability (Pilot Mastery): The mercenary gains the following benefits that relate to piloting vehicles.

- Vehicles the mercenary pilots gain +7 defense, +8 toughness, and +8 damage threshold
- Vehicles the mercenary pilots gain +4 accuracy and +2 power ratings of damage
- Vehicles the mercenary pilots gain +50% acceleration rating
- When the mercenary pilots a flying vehicle that is colossal-sized or smaller, they gain advantage on all pilot maneuver checks and ignores facing when making vehicle attacks
- When the mercenary pilots a gargantuan-sized or smaller vehicle, they gain the hidden condition unless they are within 30 squares of the target, attacked, or were attacked on their turn.

Special Ability (Relentless): Whenever the mercenary would be dealt an ongoing crippling wound effect, they can roll a d20. If the result is 12 or higher, the attack is a normal hit, not a crippling wound. If the attack is dealing multiple crippling points, the character must roll for each separate crippling point.



Military Lead Scientist Description

The terran governments have always had an important place for their scientists, as they have worked to research increasingly dangerous weapons and other technologies. In the past decade, xeno-archeology and Zerg biology have been valuable areas of study. Deep within government labs, these experimental areas of study are led by military lead scientists. It is these scientists who invented the HES suit, the minotaur-class battlecruiser, the plasma gun, chrono rift device, and created the monstrous hybrid. These individuals are not warriors, but their unrivaled scientific skill allows them to cause more damage than any one gun slinger is capable of in the long run.

Scientist Tactics

Scientists are not fighters. Even a low-level character would not have much trouble killing these individuals in short order. Scientists have invested in their minds, not the combat arts. In battle, they will usually surrender or run away. If they are forced to fight, they will deploy experimental turrets in battle to protect them, while using medicine on their allies, their psychologist powers to maintain allied morale, and combat influence to reduce enemy morale.

Military Lead Scientist

Level 21 Terran Heroic Character (Core Citizen/ Academic/ Medic/ Engineer/ Scientist/ Psychologist/ Gentleman Marksman/ Archeologist/ Doctor/ Prodigy), Low Threat

Skill Purchases: 19

Talent Purchases: 13

Ability Score Purchases: 17

Hit Points: 135

Healing Threshold: 7

Damage Threshold: 29

Defense: 22

Toughness: 22

Resolve: 34

Speed: 6

Shift Speed: 1

Morale Bonus: +9

Space: 1 square

Reach: 1 square

Initiative: +7

Damage Resistance: 2

Psionic Resistance: 32

-Turret 1d20+12 accuracy, 32 damage, full auto, long range; *Special Traits*: Penetration 9, Hailfire 1, Full Auto

-Turret w/ Rocket Turret 1d20+12 accuracy, 70 damage, 1 strike maximum, long range; *Special Traits*: Penetration 25, Burst 3

-Gauss Pistol 1d20+12 accuracy, 21 damage, +2 strikes maximum, 15 shots at long range; *Special Traits*: Penetration 11

-Unarmed 1d20+6 accuracy, 10 damage, +2 strikes maximum; *Special Traits*: Unarmed

Skills: Acrobatics 5, Athletics 5, Computers 13, Defensive Training 8, Durability 8, Influence 11, Leadership 8, Lore 14, Medicine 14, Melee 6, Mental Training 10, Perception 11, Pilot 9, Ranged 10, Science 15, Survival 9, Tactics 7

Skill Focuses: Computers +2, Lore +2, Science +4, Lore +3, Medicine +3, Mental Training +2, Ranged +2, All Skills +1, Non-Prowess Skills +1

Talents: Awesome Abilities (intelligence), Calm Engineer, Close Combat Shot, Demean, Efficient First Aid, Engineer Foreman, Field Medic, Makeshift Repairs, Resolute, Smart Shot, Specialized Knowledge, Structural Weakness, Sabotage, Ultra Specialization, Upgraded Turret II, Weapon Mastery (ranged)

Strength: 4

Instinct: 7*

Agility: 4

Fortitude: 5

Intelligence: 11

Willpower: 9

Gear: Tier 3 Gauss Pistol with 2 magazines of U-238 spikes, Tier 3 Analysis Mask, Tier 3 Equipment Belt, Tier 3 Backpack, Tier 3 Fone, Tier 3 PDA, Tier 3 Medipack x4, Tier 3 Trauma Kit, Tier 3 Injector with Painkillers x3 and Antitoxin x2, 1d20x 750 credits

Special Ability (Intellectual Mastery): The scientist gains the following benefits that relate to intelligence, skills, and science

-When rolling a natural 6 or higher on a first aid check, the scientist heals 1 crippling wound

-When rolling a natural 12 or higher on a first aid check, the scientist does not use the target's healing threshold

-The scientist uses intelligence as the primary ability score of all skills

-The scientist uses intelligence to determine the duration of all combat augmentations

-When an ally within 6 squares of the scientist spends or uses a morale point, they can roll a d20. On a 14+, the morale point is not lost.

-The scientist uses intelligence for attack overages to ranged weapons and gains +5 to all ranged damage and penetration

-The scientist takes no penalty to using medicine on a protoss, or using computer or science checks on protoss equipment

-The scientist can use protoss weapon and implements without penalty

-The scientist can repair hit points to a construct as a standard action

-Computer checks that take longer than 1 full-round take half as long.

-The scientist's analysis mask gives a +5 bonus to medicine and science checks, and allow surgery checks to take ¼ the normal time

Special Ability (Fast Turret): The scientist has created a portable turret that he can quickly set up and control in combat. Setting up the turret is a full-round action, and it can be placed in any square adjacent to them. The turret can also be taken down as a

full-round action. The engineer can fire the turret as a minor action and can do so from remote up to 15 squares away. The turret counts as being fired by the character for the purpose of attack bonus, damage, and all other combat values. The turret counts as a Tier 3 Heavy Gauss Rifle, with a secondary Tier 3 Rocket Launcher that can be fired 5 times per day. When being attacked, the turret has 210 hit points, 22 damage resistance, and a defense of 10. If the turret is destroyed or takes any damage, the damage is repaired or the turret is replaced when the scientist takes an 8 hour rest.

Special Ability (Cool Headed): The scientist automatically gains a free morale level at the end of every one of their turns.

Planetary Governor Description

Every stellar society in the Koprulu Sector is made up of many worlds, and those worlds need their own planetary governors. These governors, also known as magistrates, rule over their worlds and ensure they are protective, safe, and lawful environments. Part of the governor's duties is to ensure their world follows the laws and standards of the greater society and gives all necessary resources over to the larger government.

These magistrates are powerful and important individuals, that rose to where they are at through cutthroat terran politics. They are forces of presence and easily influence those around them through a magnetic personality. Killing a planetary governor can topple the regime of a world but would usually involve fighting through their armies and defenses.

Governor Tactics

Governors are not effective fighters, but if they have people to guard them and fight for them, they can be a force multiplier for their side in battle. Governors have many leadership abilities to give their allies bonuses to checks, extra morale, and new ways to use a morale such as rerolling attacks. In addition, the same actions they use to rally their allies can be used to demoralize their foes. They can do this to stun and stagger their foes, allowing their allies to overwhelm them as enemies struggle to maintain their actions. In the meantime, the governor can still use their pistol in conjunction with intimidating shot to force their foes to surrender. If all fails regardless of their efforts, governors will usually retreat, surrender, or try to bribe their way out of the situation.

Planetary Governor

Level 24 Terran Advanced Heroic Character (Core Citizen/ Personality/ Leader/ Diplomat/ Aristocrat/ Face Reader/ Demagogue/ Psychologist/ Orator/ Figurehead/ Enforcer/ Icon of Mankind), Low Threat

Skill Purchases: 25

Talent Purchases: 22

Ability Score Purchases: 23

Hit Points: 194

Healing Threshold: 9

Damage Threshold: 34

Defense: 30

Toughness: 26

Resolve: 40

Speed: 7

Shift Speed: 2

Morale Bonus: +10

Space: 1 square

Reach: 1 square

Initiative: +10

Damage Resistance: 10

Psionic Resistance: 51

-Hand Cannon 1d20+16 accuracy, 42 damage, +1 strikes maximum, 6 shots at medium range; *Special Traits:* Penetration 7, Rending 5, Recoil

-Unarmed 1d20+5 accuracy, 10 damage, +3 strikes maximum; *Special Traits:* Penetration V, Unarmed

Skills: Acrobatics 6, Athletics 6, Computers 10, Defensive Training 10, Durability 10, Endurance 6, Influence 14, Leadership 14, Lore 13, Medicine 10, Melee 5, Mental Training 13, Perception 12, Pilot 8, Ranged 12, Science 6, Stealth 10, Tactics 10

Skill Focuses: Leadership +4, Lore +3, Influence +4, Mental Training +3, Perception +2, Ranged +2

Talents: Close Combat Shot, Defensive Fighting II, Defense of Will, Dissuade, Far Shot, Good Spirits, Grand Leader, Great Speaker, Inspirational Presence II, Intimidating Presence II, Keen Senses, Outstanding Presence, Penetration V, Quick Draw, Resilience, Resolute II, See the Unseen, Weapon Mastery (melee II)

Strength: 6

Instinct: 9*

Agility: 6

Fortitude: 8

Intelligence: 8

Willpower: 9

Gear: Tier 3 Hand Cannon with Improved Potency and Improved Precision with 2 magazines of hollow point rounds, Governor's Regalia (Tier 2 Padded Jacket with Extra Reinforcement), Tier 3 Digital Uplink, Tier 3 Equipment Belt, Tier 3 Fone, Tier 3 PDA, Wallet with ID, Access Keycards, and 20,000 credits

Special Ability (Intimidating Shot): When making a successful ranged attack with a pistol or rifle, the governor can choose to automatically miss the attack to make a Demand Surrender test with a bonus to the test equal to the amount they surpassed the target's defense. Furthermore, on any successfully damaging pistol or rifle attack, the governor can reduce the final damage dealt by half, to gain a bonus to all combat influence tests made against the target equal to the damage dealt by the attack until the end of the turn.

Special Ability (Diplomacy Mastery): The governor gains the following benefits that relate to influence and leadership.

- All allies within 9 squares of the governor gains +3 to attack accuracy and skill checks
- All enemies within 9 squares of the governor suffer -3 to attack accuracy and skill checks
- The governor can affect all targets in 5 Burst (1) areas with a single combat influence, each combat influence must be centered on a single target.
- Can include two combat influences in a single combat influence action. Can perform a free leadership skill check in the same action as a combat influence
- If the governor succeeds a combat influence check, the target is staggered for 1 round. If the target is at negative morale, they are instead stunned for 1 round. A target can be stunned or staggered two rounds in a row by this ability
- Counts targets morale as 1 lower for purpose of combat influence actions
- When an enemy tries to use combat influence on one of the governor's allies, the governor can make an influence check against their roll. If the governor's influence check is higher, the combat influence action is thwarted.
- Allies under the governor's leadership can use the governor's leadership or influence ranks instead of their own morale bonus for morale score.
- When an ally gains a morale from being rallied by the governor, they gain 5 protection
- When an ally under the governor's leadership spends a morale to improve an attack roll, they can spend 2 morale to completely reroll the attack roll as well.
- When an ally within 6 squares of the governor spends or loses a morale point, roll a natural d20. On a 14+, they do not lose that morale point.
- All allies under the governor's leadership gains +2 morale bonus, +4 toughness, and +4 resolve
- All allies within 10 squares of the governor gains +9 to resolve against enemy combat influence

Son of Korhal Description

The Sons of Korhal were Arcturus Mengsk's rebel group that sought to destroy the old Confederacy and bring about the rise of the Dominion. His brutal insurgency caused many of his followers to abandon the cause, and many more to die in the Brood War that followed. The few that remained, staying loyal all the way from when Arcturus was an insurgent to ruler of terran space, became the warrior nobility on Korhal before the Second Great War. They were lavished with political power, status, and infinite wealth, given the condition that they would return to fight for their Emperor when the time came again.

Son of Korhal Tactics

The Sons of Korhal are some of the best equipped, disciplined, and lethal soldiers in the Galaxy. They carried Mengsk from nothing until he ruled over the sector, and now fight for Korhal with exceptional prowess. The Sons of Korhal usually fight together, alongside the same comrades they conquered the sector with. These individuals know how to fight and how to control their ego in battle. They work together as a flawless unit, using the best tactics for every situation. Simply put, as the Game Master, you should play the Sons of Korhal in the most effective way possible in any situation. Use their protection, teamwork, and free morale to ensure they are an enemy worth remembering by your players.

Son of Korhal

Level 26 Terran Heroic Character (Korhal/ Warrior/ Survivalist/ Master of Arms [Gauss]/ Adventurer/ Prime Specimen/ Patriot [Dominion]/ Soldier/ Gunner/ Special Forces/ Ever-Living/ Paragon of Discipline/ Spartan), Medium Threat

Skill Purchases: 37

Talent Purchases: 16

Ability Score Purchases: 17

Hit Points: 349

Healing Threshold: 9

Damage Threshold: 51

Defense: 37

Toughness: 32

Resolve: 37

Speed: 6

Shift Speed: 1

Morale Bonus: +11

Space: 1 square

Reach: 1 square

Initiative: +14

Damage Resistance: 42

Psionic Resistance: 39

-**Heavy Gauss Rifle** 1d20+19 accuracy, 46 damage, automatic, 150 shots at distant range; *Special Traits:* Penetration 16, Rending 2, Full Automatic

-**Repeating Gauss Pistol** 1d20+19 accuracy, 30 damage, +2 strikes maximum, 15 shots at distant range; *Special Traits:* Penetration 16, Automatic

-**Vortex Grenade** 1d20+21 accuracy, 100 damage, 1 strike maximum, 1 shot at short range; *Special Traits:* Piercing, Burst 4, Gravity Well, Grenade, Delay

-**Rifle Bayonet** 1d20+16 accuracy, 52 damage, 1 strike maximum; *Special Traits:* Penetration 8

-**Knight of Korhal Blade w/ Power Strike I** 1d20+10 accuracy, 72 damage, +1 strike maximum; *Special Traits:* Penetration 12, Defensive, Stun

Skills: Acrobatics 10, Athletics 10, Computers 4, Defensive Training 16, Durability 16, Endurance 10, Influence 8, Leadership 4, Lore 8, Medicine 5, Melee 14, Mental Training 14, Perception 8, Pilot 10, Ranged 16, Science 2, Stealth 8, Survival 8, Tactics 14

Skill Focuses: Defensive Training +4, Durability +4, Melee +2, Mental Training +2, Ranged +4, Tactics +3, All Prowess +1

Talents: Critical Execution, Defensive Fighting III, Hardened Survivalist, Natural Health, Power Strike II, Powered Armor Training, Resilience II, Resolute, Unstoppable Movement, War Scars, Weapon Mastery (ranged III, melee II)

Strength: 14*

Instinct: 12*

Agility: 4

Fortitude: 7

Intelligence: 6

Willpower: 8

Gear: Tier 3 CMC-400 Elite Powered Armor with Empowered Servos, Extra Reinforcement, and Kinetic Foam, Tier 3 Heavy Gauss Rifle with Rifle Bayonet, Improved Potency, and Empowered Firepower and 3 magazines of U-238 rounds, Tier 3 Repeating Gauss Pistol with Improved Potency and Empowered Firepower and 3 magazines of U-238 rounds,, Knight of Korhal Blade (Tier 3 Sword with Electrical Field, Improved Potency, Piercing, Grip Extension, and Improved Precision), Vortex Grenade, Tier 3 Ballistic Combat Shield with Shield Weapon Platform and Improved Protection, Tier 3 Medipack x2, Combat Stimulants x2, Painkillers x2, Tranquilizer x1

Special Ability (Combat Mastery): The Son of Korhal gains the following benefits as relates to combat

-They gain +1 hailfire against the primary target of an automatic burst attack

-When the Son of Korhal receives a crippling wound, roll a d20. On a 12+, the crippling wound is negated

-The Son of Korhal can spend a morale point to suppress all ongoing penalties from all crippling wounds they are affected by for 1 turn and gain +11 damage threshold for the next turn.

-They use half as much ammunition when performing an automatic fire attack

-When the Son of Korhal spends a healing threshold to regain hit points, they recover twice as many hit points as normal

-The Son of Korhal's armor gives them 20 protection each round

-When the Son of Korhal loses a morale level, they can roll a natural d20. On a 12+, the morale level is not spent.

- The Son of Korhal gains a morale level at the end of each turn.
- The Son of Korhal gains double the normal bonus +(+8) from the focus combat behavior and can focus in addition to other combat behaviors on their turn.
- The Son of Korhal gains advantage on attacks against foes at negative morale



~The Sons of Korhal are brutal, disciplined, and efficient; they are the ultimate expression of the Emperor's rule

Umojan General Description

As Umoja has been spared much of the fighting in the past decade of war, their military force relies more on training and exceptional equipment rather than combat experience. This often results in their best troops being inferior to other nations. Even an Umojan general is more similar in skill to a Dominion spec ops fighter. That does not mean they are weak combatants, however, for the Umojans produce highly organized and professional fighters that can utilize advanced combat tactics even in the thickest firefights. Umojan generals are not afraid to fight with their men and apply their leadership to guide their comrades.

General Tactics

Umojan generals always start their encounters by using leadership for responsive strategy and rallying their men. They then use ultimate tactics to give a solid increase to their fighting ability. In battle, the general leads their troops directly, spearheading the assault. They rely on their impressive Umojan armor to absorb impact. In the meantime, they have special equipment to deal with every situation. Their machine guns deal with most enemies fine, and they can quickly switch to interference spikes to deal devastating damage to vehicles. In case they come across psychics or protoss, they utilize neural grenades to drain their shields and cause energy fatigue.

Umojan General

Level 26 Terran Heroic Character (Umojan Protectorate/ Soldier/ Guardian/ Prime Specimen/ Electro-Magnetic Havoc/ Master of Arms (Heavy Machine Gun)/ Spartan/ Commando/ Patriot [Umoja]/ Special Forces/ Military Commander/ Paragon of Discipline/ Weapon's Expert), High Threat

Skill Purchases: 30

Talent Purchases: 22

Ability Score Purchases: 15

Hit Points: 272

Healing Threshold: 10

Damage Threshold: 41

Defense: 28

Toughness: 35

Resolve: 34

Speed: 6

Shift Speed: 1

Morale Bonus: +9

Space: 1 square

Reach: 1 square

Initiative: +11

Damage Resistance: 42

Psionic Resistance: 36

-Heavy Gauss Rifle w/ U-238 Spikes 1d20+18 accuracy, 48 damage, fully automatic, 150 shots at distant range; *Special Traits:* Penetration 15, Rending 2, Full Automatic, Umojan Laser Guidance System

-Heavy Gauss Rifle w/ Interference Spikes 1d20+18 accuracy, 42 EMP damage, fully automatic, 150 shots at long range; *Special Traits:* Energy Drain, Full Automatic, Umojan Laser Guidance System

-Gauss Pistol 1d20+18 accuracy, 31 damage, +2 strikes maximum, 15 shots at long range; *Special Traits:* Penetration 15

-Neural Grenade 1d20+15 accuracy, 1 strike maximum; *Special Traits:* Burst 3, Grenade, Delay, Neural Blast, (50 damage to psionic shields, 18 energy fatigue inflicted, cancels any sustained or Augmentation powers in area)

-Rifle Bayonet 1d20+12 accuracy, 43 damage, 1 strike maximum; *Special Traits:* Penetration 9

Skills: Acrobatics 6, Athletics 6, Computers 6, Defensive Training 15, Durability 13, Endurance 10, Influence 8, Leadership 11, Lore 8, Medicine 10, Melee 10, Mental Training 12, Perception 8, Pilot 10, Ranged 15, Tactics 10, Survival 10

Skill Focuses: Defensive Training +4, Durability +2, Leadership +3, Lore +2, Mental Training +3, Ranged +7, Tactics +2

Talents: Close Combat Shot, Defensive Fighting III, Galactic Champion, Grand Leader, Hardened Survivalist, Natural Health, Penetration II, Precision Burst, Powered Armor Training, Resistant III, Resilience II, Resolute III, Uncompromising Leadership, Weapon Mastery (ranged III)

Strength: 10*

Instinct: 11*

Agility: 4

Fortitude: 8

Intelligence: 6

Willpower: 6

Gear: Tier 3 Heavy Gauss Rifle with Rifle Bayonet and Umojan Laser Guidance System and Expanded Capacity and Improved Potency with 2 magazines of U-238 and 1 magazine of Interference Spikes, Tier 3 Protectorate Powered Infantry Armor with Umojan Protectorate Chip and Extra Reinforcement, Tier 3 Gauss Pistol with Improved Potency and Laser Guidance System with 2 magazines of U-238 Spikes, Tier 3 Neural Grenade x3, 3 doses of Painkillers, 2 doses of Anti-toxin, Tier 3 Medipack

Special Ability (Push Forward): The general produces 1 additional morale point whenever they rally. They can give up to two morale points to each ally. Allies under the effect of the general's leadership gain bonus movement speed equal to their current morale level. Their leadership combat augmentations benefits cap at DC 35.

Special Ability (Combat Training Mastery): The general gains the follow benefits that relate to combat.

-+6 damage with EMP weapons and hitting a target in powered armor with EMP rounds makes them staggered instead of slowed

-When an enemy moves adjacent to the general, they make an opportunity attack with a ranged weapon. If the attack hits defense, they take damage as normal, if the attack beats resolve, they cannot move adjacent to the general.

- The general can shift as a reaction to absorb a blow meant towards an ally. This can be a non-area attack. The general and the ally swap squares.
- The general gains +10 accuracy when performing suppressing fire
- When the general spends a morale, roll a d20. On a 12+, the morale point is not spent. They also gain a morale level at the end of each of their turns.

Special Ability (Ultimate Tactics): When the general uses tactics to perform a combat augmentation, they gain the DC 15 benefit of every tactics augmentation with a single dice roll. Therefore, whenever the general uses tactics, they gain the benefit of Precision Aim, Defensive Stance, Fast March, Long Shot, and Hardiness.

Special Ability (Intense Focus): The benefit to resolve, morale bonus, and psionic accuracy from the Focus combat behavior increases to +8. In addition, the Focus combat behavior does not count against the general for the number of combat behaviors they can have at once.

Umojan Shadowguard Phantom Description

The phantoms are the best of the shadowguard; an uncanny combination of spy, assassin, diplomat and trickster. The phantom can be anyone and anywhere, such is their ability for stealth and subversion. They often fill the role of con men, instituting themselves in an enemy organization through deception and guile, working for months or years to be fit into the role. When their time has come to get their hands dirty, they pull out their hidden gear and go to work. They are the ultimate stealth infiltrators, not only able to endless cloak but able to use subversive telepathy to distract their opponents so they don't even know what to look for. This allows them to get places no one else can and use their collection of gadgets to stop their foes' operations by whatever means necessary.

Shadowguard Tactics

Shadowguard do not fight fair. They rely on trickery and stealth to avoid combats whenever possible. When combat is unavoidable, shadowguard use their telepathy to disable their foes. They use *Command* and *Psionic Maelstrom* to control their enemies, relying on cover and *Cloaking* to stay hidden. Remaining enemies are targeted with *Mind Blasts* or shots from their rifles. In the meantime, they seek to further limit the strengths of their foes by using combat influence to demoralize, causing morale and action loss, and use *Subversive Despair* to lower their morale more so they can use Demand Surrender. In this way, a phantom can single handedly beat any enemy group through fear, manipulation, and telepathic control.

Shadowguard's Favored Psionic Powers: Psi Level 7, +24 psionic manifestation bonus, recovers 3 energy fatigue per turn

- Cloaking;** Automatic manifestation as a free action; 0 energy fatigue, sustained as free action for 1 energy fatigue per round; character is cloaked while effect is active
- Command;** DC 20 manifestation as standard action; 8 energy cost; +22 attack versus resolve of a target at distant range, struck target is commander by the caster, who must follow the caster's basic telepathic instructions, commanded target cannot use psionic powers, combat augmentations, or make intelligence or willpower based check, power lasts until the target succeeds a DC 22 willpower test at the end of every turn
- Mind Blast;** DC 20 manifestation as a standard action; 5 energy fatigue; +22 attack versus resolve at medium range, target takes 68 psionic damage; Rending 3, Burst 1
- Psionic Maelstrom;** DC 24 manifested as standard action; 15 energy fatigue; +22 attack versus resolve at distant range, Burst 7 area, struck targets are stunned, stunned targets must make a DC 22 endurance check; gains a +2 bonus on the check for every round they are stunned, can make a check to cancel when taking damage
- Subversive Distraction:** DC 16 manifestation as a move action; 2 energy cost; strikes all enemies within a Burst 14 centered on caster, +22 versus resolve, struck enemies cannot make spotter or detector actions, suffer -10 to perception, and do not count as seeing enemies for negating their ability to hide
- Subversive Despair:** DC 16 manifestation as a move action; 2 energy cost; strikes all enemies within a Burst 14 centered on caster, +22 versus resolve, struck enemies lose 1 morale level

Umojan Shadowguard Phantom

Level 26 Psionic Terran Advanced Heroic Character (Advanced Telepath/ Umojan Shadowguard/ Infiltrator/ Spy/ Psionic Bladesman/ Skirmisher/ Paranoid/ Psionic Shadow/ Slicer/ Psionic Shadowguard/ Metapsychic/ Operative/ Bounty Hunter/ Recon Infantry), Medium Threat

Skill Purchases: 25

Talent Purchases: 29

Ability Score Purchases: 21

Hit Points: 234

Healing Threshold: 8

Damage Threshold: 33

Defense: 35

Toughness: 30

Resolve: 33

Speed: 7

Shift Speed: 2

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +7 (advantage)

Damage Resistance: 16

Psionic Resistance: 42

Energy Shields: 150

-Gauss Assault Rifle 1d20+14 accuracy, 27 damage, +4 strikes maximum, 50 shots at long range; *Special Traits:* Pen 6, Scope, Automatic

-Gauss Assault Rifle w/ Grenade Launcher 1d20+13 accuracy, 70 damage, 1 strike maximum, 6 shots at medium range; *Special Traits:* Pen 5, Burst 4

-Ultrasonic Grenade 1d20+11 accuracy, 70 psionic damage, 1 strike maximum; *Special Traits:* Burst 5, Ultrasonic, Grenade, Delay

-Shock Blade w/ Shocking 1d20+16 accuracy, 51 damage, +2 strikes maximum; *Special Traits:* Penetration 22, Stun, Defensive, Energy Damage

-Shock Blade w/ Phasing 1d20+16 accuracy, 51 EMP damage, +2 strikes maximum; *Special Traits:* Energy Drain, Defensive

Skills: Acrobatics 13, Athletics 13, Computers 11, Defensive Training 13, Durability 11, Influence 13, Lore 11, Melee 13, Mental Training 11, Perception 13, Pilot 10, Psionics 14, Ranged 11, Science 8, Stealth 15, Tactics 11

Skill Focuses: Acrobatics +2, Athletics +3, Defensive Training +2, Influence +2, Melee +2, Perception +2, Psionics +3, Stealth +4

Talents: Cynic, Defensive Fighting III, Devastating Cripple (melee), Dodge II, Endless Energy III, Jaded, Psi Level 2, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psychic Discipline Focus (cloaking II), Psychic Powers x2, Shadowguard Field Training III (Espionage Training, Infiltration Specialist, Take Down), Resilience, Sneak Attack, Weapon Mastery (melee III, ranged III)

Psionic Powers: *Reading, Messaging, Cloaking, Compulsion, Stop Organ, Hallucination, Command, Mind Blast, Psionic Maelstrom, Dominate, Muscular Enhancement, Toughness*

Strength: 6*

Instinct: 8*

Agility: 9*

Fortitude: 6

Intelligence: 8

Willpower: 10

Gear: Tier 3 Gauss Assault Rifle with Suppressor, Empowered Firepower, and Improved Potency and 3 magazine of adamantine spikes, Tier 3 Shock Blade, Tier 3 Ultrasonic Grenade with Improved Potency x2, Tier 3 Shadowguard Field Armor with Extra Reinforcement, Tier 3 Equipment Belt x3, Tier 3 Tactical Mask, Tier 3 Protective Energy Barrier, Tier 3 Medipack x3, Tier 3 Psi Weave, Tier 3 Micro Scanner x2

Special Ability (Spy Mastery): The shadowguard gains the following benefits as relates to influence, stealth, and cloaking.

-The shadowguard can make spend a standard action to hide even while being observed. They can make a stealth check to hide at the beginning of an encounter.

-While hidden, enemies who make spotter actions must succeed a DC 33 perception check to spot the shadowguard

-The shadowguard can move at full speed while hidden

-The shadowguard gains advantage on combat influence attempts to taunt

-The shadowguard only requires the enemy to have 3 negative morale levels to use terrorize or demand surrender

-When the shadowguard taunts, it can instead make an ally within medium range be taunting instead

-The shadowguard gains hailfire 1 against enemies that are unaware of them

-The shadowguard always gains a surprise round and can take two-full round actions in a surprise round

-When the shadowguard is cloaking, once every other round they can teleport up to 9 squares as a move action

-If the shadowguard has any cover during their movement, they maintain a +2 cover bonus to defense. They also gain +5 defense against suppressing fire

-The shadowguard counts as standing or crouched, based on what is more beneficial

-The shadowguard gains advantage perception and survival checks. They can make detector actions as a move action. They do not leave tracks when traveling. They automatically succeed survival checks to track if the DC is 30 or less.

As part of their espionage role, a shadowguard spy has 5 false identities with complete background and historical records. These identities require a DC 40 computers check to reveal as false.

Special Ability (Take Down): While cloaked or sneaking, the shadowguard can choose to knock an unaware target unconscious. If they can succeed an opposed strength test with the target, they can perform a silent takedown and render the target unconscious without creating noise, although any enemies within 6 squares can make a DC 30 perception to break the character's sneak. The shadowguard gains a +10 bonus on the opposed strength check. If the check is failed, the target is aware

of them and no damage is done. Targets in powered armor can be knocked out, but the shadowguard gains no bonus to the check.

Special Trait (Basic Telepath): The shadowguard can gain a Psi Level of up to 8, and can draw powers from the Telepathy, Cloaking, and Augmentation disciplines. The character also possesses Psionic Detection. They are a controlled psychic and cannot overcharge powers through poor dice rolls, no matter their morale level, and all their powers cost 1 less energy fatigue to use or sustain.

Special Ability (Revitalize): Whenever the shadowguard manifests a psionic power, they gain 16 protection points. In addition, the shadowguard can remove energy fatigue as a move action.

Wrangler Shadow Operative Description

A wrangler shadow operative is a covert operative in the Dominion wranglers who operates as an undercover agent to deal with the problem of rogue psychics. These wranglers look like anyone else, walking around wearing a long coat that covers their numerous technological toys. These agents are trained to be discreet and solve problems in a crowded area without being caught. Stories are told of a sudden cloud of smoke appearing, and a corpse remains behind, or a psionic child is carried off without a trace. Others have tales of strangers that show up suddenly and heal the sick, talk down a gunman, help those in need, or wrap up a criminal and leave them for the authorities. While these seem urban legends, they are tales of wrangler shadow operatives acting in major metropolis, ensuring justice is upheld while they hunt for their psionic quarry.

Wrangler Tactics

Shadow operatives do not seek direct confrontation or take bring attention to themselves. They aspire to act without notice. They often begin battles by dropping smoke or tear gas grenades to create concealment and chase off innocent bystanders. They mark their enemies with hunter's quarry, so they know where to find them, and then bombard them with combat influence actions to render them without morale or actions. They try to end fights quickly by battering foes with unarmed attacks, using special unarmed weapons called shadow gloves. These gloves look like a pair of black leather gloves from the outside, which hides the robotics and circuitry they have beneath the surface.

If a shadow operative cannot defeat a foe quickly, they will try to retreat and deal with the foe later. This could mean stalking them, or simply informing Dominion authorities that there is an active threat to deal with that requires greater firepower.

Wrangler Shadow Operative

Level 28 Psionic Terran Advanced Heroic Character (Core Citizen/ Personality/ Gifted Hunter/ Calm Bringer/ Empathic Healer/ Psionic Recruiter/ Expert/ Operative/ Military Commander/ Paragon of Discipline/ Orator/ Figurehead/ Master of Body/ Bounty Hunter), Medium Threat

Skill Purchases: 33

Talent Purchases: 27

Ability Score Purchases: 23

Hit Points: 355

Healing Threshold: 9

Damage Threshold: 51

Defense: 39

Toughness: 29

Resolve: 42

Speed: 10

Shift Speed: 3

Morale Bonus: +12

Space: 1 square

Reach: 1 square

Initiative: +12

Damage Resistance: 16

Psionic Resistance: 61

Energy Shields: 100

-Gauss Pistol 1d20+19 accuracy, 28 damage, +1 strike maximum, 15 shots at medium range; *Special Traits:* Penetration 2,

-Unarmed 1d20+21 accuracy, 38 damage, +3 strikes maximum; *Special Traits:* Penetration 9, Rending 8, Unarmed

Skills: Acrobatics 12, Athletics 12, Computers 10, Defensive Training 14, Durability 14, Influence 12, Leadership 14, Lore 14, Medicine 10, Melee 12, Mental Training 14, Perception 15, Pilot 12, Psionics 12, Ranged 14, Stealth 14, Survival 14, Tactics 12

Skill Focuses: Perception +3, Influence +3, Survival +3, Lore +2, Mental Training +3, Defensive Training +2, Ranged +2, Stealth +2, Medicine +2, Leadership +2, Durability +2

Talents: Defensive Fighting III, Dissuade, Guarded Mind, Hardened Survivalist, Keen Senses, Martial Arts Unarmed Training II, Military Unarmed Training II, Mountain Strike II, Natural Health, Psi Level 2, Psi Level 3, Psi level 4, Surgical Precision, Resilience II, Resolute II, Weapon Mastery (ranged III, melee III), Wrangler Power III, X-Factor Training

Strength: 5

Instinct: 8

Agility: 7

Fortitude: 7

Intelligence: 8

Willpower: 10

Gear: Shadow Glove (Tier 3 Reinforced Unarmed with Improved Potency, Improved Precision, Jagged, and Piercing), Tier 3 Gauss Pistol with Improved Potency, Improved Precision, Suppressor, and Empowered Firepower, Tier 3 Padded Jacket with

Extra Reinforcement, Tier 2 Protective Energy Barrier, Tier 2 Equipment Belt x2, Tier 3 Microscanner, Tier 3 Fone, Tier 3 Smoke Grenade, Tier 3 Tear Gas Grenade

Special Ability (Greater Hunter's Quarry): The wrangler's psionic senses may 'attune' to the psychic imprint of other individuals. As a minor action, they may "mark" up to 4 living targets within their psionic detection range (160 squares). They can have up to 12 targets marked at once. The wrangler knows precisely what square they are in if the target is within distant range. If they target is already thought-blocking or performs a thought-blocking action on their turn the wrangler must succeed a psionic attack roll against their resolve to affect them or keep them affected. They gain the ability to perform detector actions as a free action, but only against their marked targets; these do not get shared with allies via a digital uplink. If the wrangler make a detector action against a marked target, they are flat-footed against the wrangler's attacks that turn. The wrangler may only have one marked target at a time. If the target leaves their psionic detection range, they are no longer marked. Targets can be unmarked as a free action. If the wrangler readies an action to attack a marked target, the attack gains the benefit of aiming or heavy strike (for ranged or melee attacks respectively). In addition, the character can perform opportunity attacks on marked targets that shift away from them. Finally, marked targets cannot gain the benefit of concealment against the wrangler, and the wrangler gains +4 accuracy and damage against them.

Special Ability (Master of Will): The wrangler gains the following abilities as relates to willpower, manipulation, and focus.

- As a minor action, when using combat influence, can affect a Burst (1) area around three different enemies, applying 2 different combat influence actions against all target.
- If the wrangler succeeds a combat influence check, the target is staggered for 1 round. If the target is at negative morale, they are instead stunned for 1 round. A target can be stunned or staggered two rounds in a row by this ability
- When the wrangler spends a morale, roll a d20. On a 12+, the morale point is not spent. They also gain a morale level at the end of each of their turns.
- The wrangler gains +6 damage threshold against psionic powers, and cannot be affected by the *Compulsion*, *Command*, or *Dominate* powers.
- You gain +6 to influence and leadership checks on psionic characters, and on gather information checks to find psionic terrans.
- When focusing, the character gains +8 to their resolve and morale bonus instead of +4. Focusing does not count towards the characters limit of combat behaviors in a turn.

Special Ability (Empathic Healing): As a minor action, can heal an ally within 6 squares. The wrangler makes a +18 check. If they succeed, the ally spends a healing threshold and restores hit points up to double the result. If the roll was a 12+, the target does not use a healing threshold. In the meantime, the wrangler suffers damage equal to half the check result.

Special Ability (Wrangler): The wrangler can gain a Psi Level of up to 4, possesses Psionic Detection. They can detect psionic characters within 160 squares of them and can tell their Psi Level. They can also locate psionic effects and individuals targeted with ongoing psionic abilities and identify them. They can also detect creatures that have a crippling wound within their detection aura. They can also make spotter actions to detect living creatures within their detection radius. These count as detector actions to reveal enemies with a Psi Level of 2 or less that are using the Cloaking psionic power. Characters that are using the Thought Blocking behavior are immune to psionic detection.

Special Ability (Stalker Mastery): The wrangler gains the following benefits that relate to stealth and hunting

- The wrangler can make a stealth check to hide at the beginning of every encounter
- The wrangler always gains a surprise round and can take two-full round actions in a surprise round
- The wrangler gains Hailfire (1) against enemies that are not aware of them
- The wrangler gains advantage perception and survival checks. They can make psionic detection actions as a move action. They do not leave tracks when traveling. They automatically succeed survival checks to track if the DC is 30 or less.

Terran Piloted Vehicles

These are a selection of more powerful vehicles with higher level pilots and higher tiered vehicles.

Blackhammer Thor Description

The blackhammer thors are the ultimate, ground-based assault engines for the terran Dominion. Inscribed with the elaborate decorations and insignias marking it as part of royal guard, these venerable machines are terrifying instruments of destruction. Capable of fighting small armies and battalions single handedly, the blackhammers are deployed when the situation otherwise seems hopeless. Just one of these war machines can turn the tide of a battle.

The blackhammer thor is a tier 2 thor piloted by a marine siege company pilot.

Blackhammer Thor

Level 30 Terran Heroic Character in Colossal-sized Vehicle, Epic Threat

Skill Purchases: 27

Talent Purchases: 21

Ability Score Purchases: 21

Hit Points: 1,710

Healing Threshold: 10

Damage Threshold: 115

Defense: 24

Toughness: 104

Resolve: 32

Speed: 14

Shift Speed: 1

Morale Bonus: +9

Space: 10 by 10 squares

Reach: 10 squares

Initiative: +13

Damage Resistance: 83

Psionic Resistance: NA

-Thor's Cannon 1d20+38 accuracy, 190 damage, 1 strike maximum, 120 shots at distant range; *Special Traits:* Penetration 25, Burst 11, Heavy Shell, Twin-linked

-Thor's Cannon w/ Dual Wielding 1d20+33 accuracy, 190 damage, 1 strike maximum x2, 120 shots at distant range; *Special Traits:* Penetration 25, Burst 11, Heavy Shell, Twin-linked

-Punisher Cannon 1d20+29 accuracy, 315 damage, 1 strike maximum, 40 shots at strategic range; *Special Traits:* Penetration 65, Burst 8, Heavy Shell, Twin-linked

-Combat Missile Battery 1d20+20 accuracy, 85 damage, 1 strike maximum, 1 shot at strategic range; *Special Traits:* Penetration 25, Burst 8, Missile, Guided Explosive

-Combat Missile Battery w/ Dual-Wielding 1d20+15 accuracy, 85 damage, 1 strike maximum x2, 1 shot at strategic range; *Special Traits:* Penetration 25, Burst 8, Missile, Guided Explosive

-Bash 1d20+46 accuracy, 87 damage, 1 strike maximum; *Special Traits:* Penetration 15, Cleaving 2, Smashing

Skills: Acrobatics 8, Athletics 8, Defensive Training 16, Durability 14, Endurance 12, Influence 10, Leadership 8, Melee 12, Mental Training 12, Perception 12, Pilot 15, Ranged 16, Survival 8, Tactics 13

Skill Focuses: Ranged +4, Defensive Training +4, Durability +2, Pilot +3, Leadership +2, Survival +2, Tactics +2

Talents: Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged II), Dissuade, Grenade Catcher, Hardened Survivalist, Heavy Metal II, Powered Armor Training, Resilience II, Resolute, Steady as She Goes, Weapon Mastery (melee II, ranged III)

Strength: 30

Instinct: 10*

Agility: 4

Fortitude: 30

Intelligence: 6

Willpower: 7

Special Ability (Aerial Targeting): The Thor's Combat Missile Battery and Punisher Cannon are designed as anti-aircraft weapons, and as such are aimed upwards towards the sky. In order to be targeted by these weapons, the target must be a number of squares above the Thor equal to half the distance it is away plus 2 squares.

Special Ability (Repair Protocols): The Thor's pilot can spend a full-round action activating the repair protocols on the Thor's hull. The thor counts as inactive and immobile for the next turn. At the start of the thor's next turn, it recovers 115 hit points.

Special Ability (Shockwave): The Thor can spend a standard action stomping on the ground, shaking the earth and letting out a massive shockwave. This shockwave is a Burst 15 centered on the Thor, affecting only targets along the ground. The Thor makes a +20 attack versus the toughness of all targets within the area. All targets his are knocked down, and moving vehicles hit must make a DC 25 pilot test or lose control.

Special Ability (Alternate Payload): The Thor only has access the Combat Missile Battery or the Punisher Cannon at any one time. The Thor can switch between which payload it is using as a full-round action. The Thor can fire the Combat Missile Battery without requiring a target lock, but does not gain the benefits of a target lock.

Special Ability (Compact Design): The Thor has the ability to fold itself into a smaller, more compact form. Entering and exiting this form takes 2 full round actions and it can take no actions when like this. However, while in compact form it can be carried as if it was a huge construct, rather than a gargantuan construct.

Special Ability (Extremely Cumbersome): The Thor gives the wearing character a -4 penalty to athletics, acrobatics, and stealth checks.

Special Ability (Reinforcement): The reinforcement value from the thor's plated hull reduces all crippling wound points it suffers by 5.



Firestorm Valkyrie Description

While the valkyrie went out of service shortly after the Brood War, some remained in the hands of various group. The Dominion upgraded the traditional UED valkyrie and created their own Firestorm Squadron, a detachment of elite valkyries to fight the Zerg on various worlds. Firestorm squadrons were deployed throughout the sector during the Second Great War, including the Battle of Char, where they protected the fleets in orbit.

The firestorm valkyrie is a tier 2 valkyrie piloted by an ace pilot.

Firestorm Valkyrie

Level 27 Terran Heroic Character in Colossal-sized Vehicle, Formidable Threat

Skill Purchases: 26

Talent Purchases: 17

Ability Score Purchases: 20

Hit Points: 1,490

Healing Threshold: NA

Damage Threshold: 94

Defense: 33

Toughness: 88

Resolve: 26

Acceleration Rating: 100

Max Speed: 1,000

Morale Bonus: +8

Space: 20 by 20 squares

Reach: NA

Initiative: +10

Damage Resistance: 58

Psionic Resistance: NA

-Cluster Missile Battery 1d20+24 accuracy, 64 damage, +4 strikes maximum, 600 shots at strategic range; *Special Traits:* Penetration 32, Burst 4, Missile, Twin-linked, Cluster Blast, Automatic

Skills: Athletics 10, Acrobatics 10, Computers 10, Defensive Training 10, Durability 10, Influence 5, Leadership 8, Lore 6, Medicine 4, Melee 8, Mental Training 10, Ranged 15, Perception 10, Pilot 15, Science 10, Tactics 10

Skill Focuses: Pilot +5, Ranged +5, Acrobatics +3, Tactics +2, Leadership +2,

Talents: Aerial Evasion II, Defensive Fighting II, Devastating Cripple (ranged II), Dodge II, Dog Fighter, Guided Steps, In Control, Inspirational Presence, Heavy Metal, Resilience, Sabotage, Ultra-Specialization, Weapon Mastery (ranged III)

Strength: 26

Instinct: 10*

Agility: 9

Fortitude: 26

Intelligence: 6

Willpower: 6

Special Ability (Maximum Firepower): Once per round, when hit by an enemy attack, can counterattack against them.

Special Ability (Target Lock): The pilot can issue a target lock one to two targets as a standard action. The crew aboard the ship can then expend the lock freely with the battery attack made on that turn or a future turn. A weapon attack with a target lock either gains 2 missile barrages at +10 accuracy bonus OR the character can fire four missiles at +4. These missiles can be split amongst any applicable target locked enemies.

Special Ability (Stable Flying): At the start of each turn, the valkyrie gains 26 protection points.

Special Ability (Dog Fighter): Can mark an enemy flying target as a free action; the valkyrie gains +4 defense and +2 accuracy against that target.

Special Ability (Co-Pilot): The vehicle supports a co-pilot which provides numerous of benefits to the vessel. The co-pilot can be controlling the vehicle even if the pilot has lost control, apply a second pilot skill combat augmentation to the vessel in addition to the first, fire the main weapon, aim the weapon, or make assisted pilot checks that the primary pilot makes.

Special Ability (Guided Halo Rockets): The valkyrie can still make use of their missile batteries' twin-linked trait when they aim. In addition, the Valkyrie's weapons gain +5 accuracy instead of +2 when aiming, as long as they are performing a standard attack or focused burst.

Special Ability (Focused Firepower): When the Valkyrie is attacking an enemy squadron in space combat, do not divide the damage between each enemy vessel. Instead, each vessel takes full damage. In addition, the Valkyrie deals Hailfire (+2) whenever it is attacking swarms.

Special Ability (Reinforcement): The reinforcement value from the Valkyrie's plated hull reduces all crippling wound points it suffers by 4.

Liberator Command Ship Description

When the liberator gunships went into production, several upgraded liberators were similarly produced. These were known as liberator command ships. The command ships usually carried important personnel into the war zones, while also serving as a platform where gifted commanders could advise and order fighters in space combat. These resilient craft provide fire support for squadrons of smaller ships, and then assist them in ground operations by bombarding enemy fortifications with powerful laser cannons.

The liberator command ship is a tier 3 liberator piloted by an ace pilot.

Liberator Command Ship

Level 27 Terran Heroic Character in Colossal-sized Vehicle, Formidable Threat

Skill Purchases: 26

Talent Purchases: 17

Ability Score Purchases: 20

Hit Points: 1,550

Healing Threshold: NA

Damage Threshold: 98

Defense: 33

Toughness: 92

Resolve: 26

Acceleration Rating: 100

Max Speed: 800

Morale Bonus: +8

Space: 20 by 20 squares

Reach: NA

Initiative: +10

Damage Resistance: 53

Psionic Resistance: NA

-Lexington Rocket Battery 1d20+34 accuracy, 102 damage, +4 strikes maximum, 120 shots at strategic range; *Special Traits:* Penetration 52, Burst 6, Twin-linked, Rocket, Guided Explosive

-Concordance Laser Cannon 1d20+38 accuracy, 307 damage, 1 strikes maximum, unlimited shots at special range; *Special Traits:* Penetration 72

Skills: Athletics 10, Acrobatics 10, Computers 10, Defensive Training 10, Durability 10, Influence 5, Leadership 8, Lore 6, Medicine 4, Melee 8, Mental Training 10, Ranged 15, Perception 10, Pilot 15, Science 10, Tactics 10

Skill Focuses: Pilot +5, Ranged +5, Acrobatics +3, Tactics +2, Leadership +2,

Talents: Aerial Evasion II, Defensive Fighting II, Devastating Cripple (ranged II), Dodge II, Dog Fighter, Guided Steps, In Control, Inspirational Presence, Heavy Metal, Resilience, Sabotage, Ultra-Specialization, Weapon Mastery (ranged III)

Strength: 30

Instinct: 10*

Agility: 9

Fortitude: 30

Intelligence: 6

Willpower: 6

Special Ability (Maximum Firepower): Once per round, when hit by an enemy attack, can counterattack against them.

Special Ability (Command Crew): The vessel has 1 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action on a liberator can be used for the following purposes:

-Emergency Repairs: Immediately perform a science check (d20+16). The liberator recovers that many hit points.

-Extra Fire: All of the vehicle's attacks for the next turn gain Twin-linked (or triple-linked for the rocket battery)

-Scanners: The vehicle makes a spotter action against all targets within 400 squares (2 squares starship scale)

-Activate Thrusters: The vehicle gains +200 maximum speed that turn, +1 square speed on starship scale.

Special Ability (Stable Flying): At the start of each turn, the liberator gains 30 protection points.

Special Ability (Dog Fighter): Can mark an enemy flying target as a free action; the liberator gains +4 defense and +2 accuracy against that target.

Special Ability (Target Lock): The pilot can issue a target lock one to two targets as a standard action. The crew aboard the ship can then expend the lock freely with the battery attack made on that turn or a future turn. A weapon attack with a target lock either gains 2 rocket barrages at +10 accuracy bonus OR the character can fire four rockets at +4. These missiles can be split amongst any applicable target locked enemies.

Special Ability (Defender Mode): At the start of any turn that the liberator has a speed of 0, they can activate defender mode. Transforming into defender mode requires one full-round action. While in defender mode, the liberator cannot move, remains hovering in air in the location it was in, cannot fire its missile launchers, and loses its agility bonus to defense (reducing them to 23 defense). However, once within defender mode, it activates its laser cannon. To use the laser cannon, it marks an area within 45 degrees of the bottom of the craft. This marked area occupies a Burst (30) area within remote range. Upon its turn,

the pilot can attack a single target within the marked area with the concordance laser cannon. The vessel can spend a full-round action to revert back to fighter mode, where it can move and use its missile batteries.

Special Ability (Reinforcement): The reinforcement value from the liberator's plated hull reduces all crippling wound points it suffers by 3.



Night Wolf Banshee Description

The night wolves are an elite squadron of Dominion fighters dedicated to stealth attacks and terror strikes. Their pilots are tested to ensure they are desensitized to violence and civilian casualties. Night wolves were used by Arcturus to ensure rebellious followers were kept in line through stealth bombardments. When a Dominion core world was attacked, the night wolves would be sent in to do maximum damage to the intruders, uncaring about what civilian casualties would result from their actions.

The night wolf banshee is a tier 2 banshee piloted by an ace pilot.

Night Wolf Banshee

Level 23 Terran Heroic Character in Gargantuan-sized Vehicle, Extreme Threat

Skill Purchases: 26

Talent Purchases: 17

Ability Score Purchases: 20

Hit Points: 568

Healing Threshold: NA

Damage Threshold: 67

Defense: 36

Toughness: 61

Resolve: 26

Acceleration Rating: 120

Max Speed: 1,000

Morale Bonus: +8

Space: 5 by 5 squares

Reach: NA

Initiative: +10

Damage Resistance: 33

Psionic Resistance: NA

-Backlash Rocket Battery 1d20+34 accuracy, 147 damage, +3 strikes maximum, 240 shots at remote range; *Special Traits:* Penetration 27, Burst 5, Downward Barrage

Skills: Athletics 10, Acrobatics 10, Computers 10, Defensive Training 10, Durability 10, Influence 5, Leadership 8, Lore 6, Medicine 4, Melee 8, Mental Training 10, Ranged 15, Perception 10, Pilot 15, Science 10, Tactics 10

Skill Focuses: Pilot +5, Ranged +5, Acrobatics +3, Tactics +2, Leadership +2,

Talents: Aerial Evasion II, Defensive Fighting II, Devastating Cripple (ranged II), Dodge II, Dog Fighter, Guided Steps, In Control, Inspirational Presence, Heavy Metal, Resilience, Sabotage, Ultra-Specialization, Weapon Mastery (ranged III)

Strength: 18

Instinct: 10*

Agility: 9

Fortitude: 18

Intelligence: 6

Willpower: 6

Special Ability (Maximum Firepower): Once per round, when hit by an enemy attack, the banshee can counterattack against them.

Special Ability (Target Lock): The pilot or co-pilot can issue a target lock on one or two targets as a standard action. A pilot or gunner aboard the ship can then expend the lock freely with the battery attack on a future turn. A weapon attack with a target lock either gains 2 rocket barrages at +10 accuracy bonus OR the character can fire four rockets at +4. These missiles can be split amongst any applicable target locked enemies.

Special Ability (Improved Cloaking Device): This vehicle has an onboard stealth field generator, allowing it to cloak for as a minor action. It can remain cloaked indefinitely.

Special Ability (Stable Flying): At the start of each turn, the banshee gains 18 protection points.

Special Ability (Dog Fighter): Can mark an enemy flying target as a free action; the banshee gains +4 defense and +2 accuracy against that target. The banshee can also perform bob and weave actions.

Special Ability (Co-Pilot): The banshee has a co-pilot which provides numerous of benefits to the vessel. The co-pilot can be controlling the vehicle even if the pilot has lost control, fire the main weapon, apply a target lock, aim the weapon, apply a second tactics combat augmentation, or make assisted pilot checks that the primary pilot makes.

Special Ability (Atmospheric Craft): The banshee can function in a vacuum, but is much more maneuverable when exposed to an atmosphere. When the banshee is within an atmosphere it gains +4 defense.

Special Ability (Highly Maneuverable): The banshee can move any direction, not just forward. For example, a banshee can fly sidewise or backwards, but moving like this counts as a limited movement method. For example, a banshee flying at 100 squares per round could move 60 squares forward, and then 20 squares sideways (half the 40 squares remaining), while not changing its facing.

Special Ability (Reinforcement): The reinforcement value from the banshee's plated hull reduces all crippling wound points it suffers by 3.



Onslaught Division Description

Onslaught division is an elite cyclone unit made up of about 50 of such vehicles. Unlike other special vehicle units, onslaught division tends to be deployed together against their enemies. With overwhelming cluster rockets, they operate as a single unit and cause widespread, fast destruction. They are typically used in sieges, when the Dominion has the time to prepare and deploy onslaught division for a raid that requires overwhelming force. Because of the teamwork of this unit, it is one of the most feared fighting forces in the Dominion after the End War.

The onslaught division cyclone is a tier 2 cyclone piloted by a marine siege company pilot.

Onslaught Division Cyclone

Level 26 Terran Heroic Character in Gargantuan-sized Vehicle, Extreme Threat

Skill Purchases: 27

Talent Purchases: 21

Ability Score Purchases: 21

Hit Points: 710

Healing Threshold: 10

Damage Threshold: 86

Defense: 27

Toughness: 75

Resolve: 32

Acceleration Rating: 60

Max Speed: 160

Morale Bonus: +9

Space: 4 by 4 squares

Reach: NA

Initiative: +13

Damage Resistance: 65

Psionic Resistance: NA

-Tornado Rocket Battery 1d20+24 accuracy, 53 damage, 1 strike maximum, 1,200 shots at remote range; *Special Traits:* Penetration 15, Burst 6, Hailfire 2, Cluster Blast, Tornado Torrent, Fully Automatic

Skills: Acrobatics 8, Athletics 8, Defensive Training 16, Durability 14, Endurance 12, Influence 10, Leadership 8, Melee 12, Mental Training 12, Perception 12, Pilot 15, Ranged 16, Survival 8, Tactics 13

Skill Focuses: Ranged +4, Defensive Training +4, Durability +2, Pilot +3, Leadership +2, Survival +2, Tactics +2

Talents: Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged II), Dissuade, Grenade Catcher, Hardened Survivalist, Heavy Metal II, Powered Armor Training, Resilience II, Resolute, Steady as She Goes, Weapon Mastery (melee II, ranged III)

Strength: 20

Instinct: 10*

Agility: 4

Fortitude: 20

Intelligence: 6

Willpower: 7

Special Ability (Advanced Target Lock): The cyclone requires target locks to fire. The pilot can issue a target lock as a standard action. Their tornado rocket battery increases to remote range against that target as well as +10 accuracy. The target locked is not used up when attacking the target with the rockets. In addition, the target of the lock gains no benefit from concealment or total concealment. The lock remains until the target is destroyed, leaves remote range, or the cyclone pilot assigns a lock to a new target.

Special Ability (Tornado Blast): The tornado battery uses up four times as much ammunition as normal. Area bursts with the tornado rocket battery effect a Burst 18 area, while focused bursts effect a Burst 12 area.

Special Ability (Mobile Weapon's Platform): The cyclone suffers no penalties for attacking while moving, performing action moves, or attacking at high speeds.

Special Ability (Extremely Maneuverable): This vehicle is small and maneuverable enough that a skilled pilot can make many turns with it. As long as the pilot succeeds a DC 15 pilot check at the beginning of their turn, they can ignore vehicle facing and turning rules while within combat speed, and have the vehicle move its speed freely in any direction with any number of turns, much like how a character moves. If they fail the test by 10 or more, the vehicle suffers a collision with the ground instead and does not move.

Special Ability (Reinforcement): The reinforcement value from the cyclone's plated hull reduces all crippling wound points it suffers by 4.

Outback Hunter Hellion Description

Outback hunters are elite hellions that explore and scout the enemy presence. What separates them from regular hellions, despite the skill of the pilot and the upgrades on the vehicle, is the importance of the assignments. When you cannot trust a regular scout to make it there and back, an outback hunter is required. One or more outback hunters are sent on dangerous missions that rely on speed and discretion, but also the ability to fight out of a trap. Outback hunters are prized for their ability to know how to navigate rough terrain, find back roads, and escape a certain death situation.

The outback hunter hellion is a tier 3 hellion piloted by an ace pilot.

Outback Hunter Hellion

Level 23 Terran Heroic Character in Huge-sized Vehicle, High Threat

Skill Purchases: 26

Talent Purchases: 17

Ability Score Purchases: 20

Hit Points: 398

Healing Threshold: NA

Damage Threshold: 59

Defense: 34

Toughness: 53

Resolve: 26

Acceleration Rating: 80

Max Speed: 160

Morale Bonus: +8

Space: 3 by 3 squares

Reach: NA

Initiative: +10

Damage Resistance: 37

Psionic Resistance: NA

-Infernal Flamethrower 1d20+21 accuracy, 61 damage, +4 strikes maximum, 60 shots at special range; *Special Traits:* Penetration 14, Hailfire 1, Line 22, Flames, Energy Damage

Skills: Athletics 10, Acrobatics 10, Computers 10, Defensive Training 10, Durability 10, Influence 5, Leadership 8, Lore 6, Medicine 4, Melee 8, Mental Training 10, Ranged 15, Perception 10, Pilot 15, Science 10, Tactics 10

Skill Focuses: Pilot +5, Ranged +5, Acrobatics +3, Tactics +2, Leadership +2,

Talents: Aerial Evasion II, Defensive Fighting II, Devastating Cripple (ranged II), Dodge II, Dog Fighter, Guided Steps, In Control, Inspirational Presence, Heavy Metal, Resilience, Sabotage, Ultra-Specialization, Weapon Mastery (ranged III)

Strength: 14

Instinct: 10*

Agility: 9

Fortitude: 14

Intelligence: 6

Willpower: 6

Special Ability (Maximum Firepower): Once per round, when hit by an enemy attack, the Hellion can counterattack against them.

Special Ability (Wall of Fire): When attacking in a turn the vehicle also moved, the Hellion can spray a line of fire rather than projecting fire from the base of the vehicle. Essentially, this allows the origin point for the flame line to be anywhere within a burst 10 of the vehicle, and the ending point of the line to be anywhere within the same area. Everything in and between those square suffers a hit from the weapon.

Special Ability (Napalm Canisters): If the hellion ever suffers 3 action wounds, it is instantly reduced to 0 hit points and explodes.

Special Ability (Steady Driving): At the start of each turn, the hellion gains 14 protection points. The hellion can perform bob and weave actions.

Special Ability (Transformation): The hellion can transform into a hellbat combat walker or back into a hellion. The transformation process takes 1 full-round action. See the statistics below for how the hellion changes in hellbat mode.

Special Ability (Reinforcement): The reinforcement value from the hellion's plated hull reduces all crippling wound points it suffers by 3.

Hellbat Form

Defense 42 **Space:** 3 by 3 squares **Reach:** 3 squares

Speed: 9 squares **Shift Speed:** 2 squares

-**Infernal Flamethrower w/ Wide-Mouthed** 1d20+21 accuracy, 61 damage, +4 strikes maximum, 60 shots at special range;

Special Traits: Penetration 14, Hailfire 1, Cone 12, Flames, Energy Damage

-**Bash** 1d20+9 accuracy, 55 damage, +2 strike maximum; *Special Traits:* Penetration 16, Smashing

-**Bash w/ Heavy Strike and Focused Strike** 1d20+11 accuracy, 75 damage, 1 strike maximum; *Special Traits:* Penetration 16, Smashing, Special Combat Action

Special Ability (Hunker Down): If the walker does not move on its turn, it can spend a move action to 'hunker down' in location and create a shield wall in front of itself. While in this mode, it does not gain a shield bonus to defense (-8 defense) but receives a +16 bonus to defense against attacks within a 180 degree arc of its choice. It can still make attack with its flamethrower while in this form.

Special Ability (Cumbersome): The cumbersome vehicle gives the wearing character a -2 penalty to athletics, acrobatics, and stealth checks.



Red Adder Diamondback Description

The red adder diamondback tank division is a counter-offensive unit that is part of the Dominion elite guard. Rather than remaining on the defensive, the red adders zoom past enemy lines and begin attacking the enemy infrastructure with a collection of pinpoint railgun shots, forcing the enemy to fall back and defend their base. They are the poison that strikes at those who would pick away at the heart of the Dominion.

The red adder diamondback is a tier 2 diamondback piloted by a marine siege company pilot.

Red Adder Diamondback

Level 27 Terran Heroic Character, Formidable Threat

Skill Purchases: 27

Talent Purchases: 21

Ability Score Purchases: 21

Hit Points: 760

Healing Threshold: NA

Damage Threshold: 87

Defense: 25

Toughness: 76

Resolve: 32

Acceleration Rating: 45

Max Speed: 200

Morale Bonus: +9

Space: 4 by 4 squares

Reach: NA

Initiative: +13

Damage Resistance: 74

Psionic Resistance: NA

-Eviscerator Rail Gun 1d20+33 accuracy, 145 damage, 1 strike maximum, unlimited shots at remote range; *Special Traits:* Penetration 65, Rending 10, Unstoppable

Skills: Acrobatics 8, Athletics 8, Defensive Training 16, Durability 14, Endurance 12, Influence 10, Leadership 8, Melee 12, Mental Training 12, Perception 12, Pilot 15, Ranged 16, Survival 8, Tactics 13

Skill Focuses: Ranged +4, Defensive Training +4, Durability +2, Pilot +3, Leadership +2, Survival +2, Tactics +2

Talents: Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged II), Dissuade, Grenade Catcher, Hardened Survivalist, Heavy Metal II, Powered Armor Training, Resilience II, Resolute, Steady as She Goes, Weapon Mastery (melee II, ranged III)

Strength: 20

Instinct: 10*

Agility: 4

Fortitude: 20

Intelligence: 6

Willpower: 7

Special Ability (Co-Pilot): The vehicle supports a co-pilot which provides numerous of benefits to the vessel. The co-pilot can be controlling the vehicle even if the pilot has lost control, fire the main weapon, aim the weapon, apply a second tactics combat augmentation, or make assisted pilot checks that the primary pilot makes.

Special Ability (Shaped Hull): The diamondbacks unique structure allows it to repel incoming fire, weakening the piercing impact of most weapons. All weapons count as having a half as much penetration against the diamondback.

Special Ability (Improved Targeting): The diamondback tank never suffers penalties for shooting while moving, action moves, or while moving at high speeds.

Special Ability (Reinforcement): The reinforcement value from the tank's plated hull reduces all crippling wound points it suffers by 4.

Shock Division Siege Tank Description

Shock division is a flexible unit of elite siege tanks that are spread throughout the Dominion on a variety of assignments. While technically stationed as part of the Dominion elite guard, shock division is often found assigned to various units throughout the sector. While they are largely found guarding the core worlds, they have been present in a variety of sieges of protoss and Zerg installations that trouble the Dominion, and have been found on the fringe worlds helping planetary governors maintain order.

The shock division siege tank is a tier 2 siege tank piloted by a marine siege company pilot.

Shock Division Siege Tank

Level 25 Terran Heroic Character in Gargantuan-sized Vehicle, Formidable Threat

Skill Purchases: 27

Talent Purchases: 21

Ability Score Purchases: 21

Hit Points: 790

Healing Threshold: NA

Damage Threshold: 89

Defense: 24

Toughness: 78

Resolve: 32

Acceleration Rating: 15

Max Speed: 150

Morale Bonus: +9

Space: 4 by 4 squares

Reach: NA

Initiative: +13

Damage Resistance: 71

Psionic Resistance: NA

-Crucio Siege Cannon 1d20+38 accuracy, 200 damage, 1 strike maximum, 60 shots at distant range; *Special Traits*: Penetration 15, Burst 9, Heavy Shell, Ground Fire

-Crucio Siege Cannon w/ Siege Mode 1d20+38 accuracy, 335 damage, 1 strike maximum, 60 shots at strategic range; *Special Traits*: Penetration 55, Burst 13, Heavy Shell, Ground Fire

Skills: Acrobatics 8, Athletics 8, Defensive Training 16, Durability 14, Endurance 12, Influence 10, Leadership 8, Melee 12, Mental Training 12, Perception 12, Pilot 15, Ranged 16, Survival 8, Tactics 13

Skill Focuses: Ranged +4, Defensive Training +4, Durability +2, Pilot +3, Leadership +2, Survival +2, Tactics +2

Talents: Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged II), Dissuade, Grenade Catcher, Hardened Survivalist, Heavy Metal II, Powered Armor Training, Resilience II, Resolute, Steady as She Goes, Weapon Mastery (melee II, ranged III)

Strength: 22

Instinct: 10*

Agility: 4

Fortitude: 22

Intelligence: 6

Willpower: 7

Special Ability (Siege Mode): The siege tank can take a full-round action to enter into Siege Mode. The vehicle must have come to a complete stop to enter siege mode. During that time the tank cannot take any actions. Once the tank enters into Siege Mode, it loses all ability to turn or move, but cannon transforms into the siege cannon, using the alternate weapons profile listed under the weapons entry. It takes a full-round action to exit siege mode. While in siege mode, the tank cannot target enemies within 6 squares.

Special Ability (Brace): The pilot can spend a full-round action to 'brace' the tank against oncoming fire. While the tank is braced, it gains +10 damage resistance against all attacks attack it from the front arc.

Special Ability (Reinforcement): The reinforcement value from the tank's plated hull reduces all crippling wound points it suffers by 4.



Sky Fury Viking Description

Sky fury is the royal guard air force of Augustgrad. While they are usually seen flying their ornate crafts in formation about the city, they are also used in the defense of the city. Their vikings are not solely meant to be visually appealing; they are deadly craft with advanced weapon systems. Furthermore, they are helmed by the best pilots in the Dominion. When an enemy threatens the heart of the Dominion, sky fury squadron deploys directly from the Emperor's palace to defend the crown.

The sky fury viking is a tier 2 viking piloted by an ace pilot.

Sky Fury Viking

Level 23 Terran Heroic Character in Gargantuan-sized Vehicle, Extreme Threat

Skill Purchases: 26

Talent Purchases: 17

Ability Score Purchases: 20

Hit Points: 598

Healing Threshold: NA

Damage Threshold: 60

Defense: 36

Toughness: 54

Resolve: 26

Acceleration Rating: 160

Max Speed: 1,000

Morale Bonus: +8

Space: 4 by 4 squares

Reach: NA

Initiative: +10

Damage Resistance: 37

Psionic Resistance: NA

-Torpedo Battery 1d20+18 accuracy, 147 damage, 1 strike maximum, 30 shots at strategic range; *Special Traits:* Penetration 87, Burst 3, Missile

-Gatling Cannon 1d20+25 accuracy, 49 damage, 1 strike maximum, 4,000 shots at distant range; *Special Traits:* Penetration 17, Twin-linked, Hailfire 1, Fully Automatic

Skills: Athletics 10, Acrobatics 10, Computers 10, Defensive Training 10, Durability 10, Influence 5, Leadership 8, Lore 6, Medicine 4, Melee 8, Mental Training 10, Ranged 15, Perception 10, Pilot 15, Science 10, Tactics 10

Skill Focuses: Pilot +5, Ranged +5, Acrobatics +3, Tactics +2, Leadership +2,

Talents: Aerial Evasion II, Defensive Fighting II, Devastating Cripple (ranged II), Dodge II, Dog Fighter, Guided Steps, In Control, Inspirational Presence, Heavy Metal, Resilience, Sabotage, Ultra-Specialization, Weapon Mastery (ranged III)

Strength: 19

Instinct: 10*

Agility: 9

Fortitude: 19

Intelligence: 6

Willpower: 6

Special Ability (Maximum Firepower): Once per round, when hit by an enemy attack, the viking can counterattack against them.

Special Ability (Target Lock): The pilot can issue a target lock on one or two targets as a standard action. The pilot can then expend the lock freely with the battery attack on a future turn. A weapon attack with a target lock either gains 2 missile barrages at +10 accuracy bonus OR the character can fire four missiles at +4. These missiles can be split amongst any applicable target locked enemies.

Special Ability (Stable Flying): At the start of each turn, the viking gains 19 protection points.

Special Ability (Dog Fighter): Can mark an enemy flying target as a free action; the viking gains +4 defense and +2 accuracy against that target. The viking can also perform bob and weave actions.

Special Ability (Transformation Systems): At any time, the Vikings pilot can initiate the transfer into the Viking Assault Mode. This is done as a full-round action. The viking must be moving at a speed of 80 squares or less to initiate the transformation. It still gets to perform its move when transforming. At the end of the turn, it reverts to its assault form and becomes a walker. If it was still in air at the end of its turn, then it falls to the ground.

Special Ability (Reinforcement): The reinforcement value from the banshee's plated hull reduces all crippling wound points it suffers by 3.

Viking Ground Assault Form

Defense: 30

Speed: 10

Shift Speed: 2

-**Gatling Cannon** 1d20+23 accuracy, 49 damage, 1 strike maximum, 4,000 shots at distant range; *Special Traits:* Penetration 17, Twin-linked, Hailfire 1, Fully Automatic

-**Torpedo Battery** 1d20+8 accuracy, 147 damage, 1 strike maximum, 30 shots at strategic range; *Special Traits:* Penetration 87, Burst 3, Missile

-**Bash** 1d20+25 accuracy, 57 damage, +2 strike maximum; *Special Traits:* Penetration 11, Cleaving 1, Smashing

Special Ability (Transformation Systems): At any time, a Viking in Assault Mode can reenter Fighter Mode as a full-round action, raising 6 squares off the ground before completely entering fighter mode.

Special Ability (Very Cumbersome): The cumbersome vehicle gives the wearing character a -3 penalty to athletics, acrobatics, and stealth checks.



~Sky Fury Squadron Patrolling a city (top)

~A Spartan Company Goliath ready for battle (bottom)



Spartan Company Goliath Description

Spartan company is a mercenary unit of UED survivors that turned to mercenary work in the Sector. Still in possession of their old UED goliaths, they started serving the highest bidder as a brigade of combat mech warriors. Forced to discard their pride and old loyalties, these earthlings have carved out a lucrative life in the Koprulu Sector, knowing they will never see their home again. Hiring a spartan company goliath has a rate of 50,000 credits per goliath per day.

The spartan company goliath is a tier 3 goliath piloted by a directorate admiral's guard.

Spartan Company Goliath

Level 24 Terran Heroic Character in Huge-sized Vehicle, Extreme Threat

Skill Purchases: 18

Talent Purchases: 11

Ability Score Purchases: 20

Hit Points: 497

Healing Threshold: NA

Damage Threshold: 53

Defense: 36

Toughness: 47

Resolve: 26

Speed: 11

Shift Speed: 2

Morale Bonus: +8

Space: 3 by 3 squares

Reach: 2 squares

Initiative: +10

Damage Resistance: 40

Psionic Resistance: NA

-Combat Missile Battery 1d20+20 accuracy, 87 damage, 1 strikes maximum, 32 shots at strategic range; *Special Traits*: Penetration 32, Burst 5, Missile, Guided Explosive

-Autocannon 1d20+26 accuracy, 61 damage, +3 strikes maximum, 2,000 shots at remote range; *Special Traits*: Penetration 22, Twin-linked, Automatic

-Bash 1d20+8 accuracy, 61 damage, +1 strike maximum; *Special Traits*: Penetration 13, Smashing

-Bash w/ Heavy Strike and Focused Strike 1d20+10 accuracy, 81 damage, 1 strike maximum; *Special Traits*: Penetration 13, Smashing

Skills: Athletics 5, Acrobatics 3, Defensive Training 14, Durability 12, Endurance 6, Influence 5, Leadership 6, Lore 5, Melee 6, Mental Training 10, Perception 7, Pilot 8, Ranged 12, Tactics 9

Skill Focuses: Defensive Training +4, Durability +2, Leadership +2, Ranged +4, Pilot +3, Tactics +3, Prowess +1

Talents: Critical Execution, Defensive Fighting II, Galactic Champion, Powered Armor Training, Resilience, Ultra Specialization, Weapon Mastery (ranged III)

Strength: 19

Instinct: 10*

Agility: 7

Fortitude: 19

Intelligence: 6

Willpower: 6

Special Ability (Guardian Mech): Enemies cannot attack the goliath's allies within 3 squares if they can attack the guard instead, unless they pass a DC 29 willpower check

Special Ability (Maximum Firepower): Once per round, when hit by an enemy attack, the goliath can counterattack against them. Can use this in a vehicle while using a vehicle weapon.

Special Ability (Missile Barrage): If the goliath pilot has a target lock on a target that is gargantuan-sized or larger, they can sacrifice the target lock to make two additional missile attacks that turn, rather than the typical bonuses.

Special Ability (Sturdy Walker): At the start of each turn, the goliath gains 19 protection points

Special Ability (Concentrated Suppressing Fire): While the goliath is using their autocannons, they can perform a concentrated suppressing fire attack. This is a suppressing fire attack that costs 100 rounds, except the attack covers a Cone (24) area, +10 accuracy, and gain Hailfire (1) on the initial attack.

Special Ability (Cumbersome): The cumbersome vehicle gives the wearing character a -2 penalty to athletics, acrobatics, and stealth checks.

Winged Nightmare Wraith Description

'Winged nightmare' was a pet named given to the most feared aces of Confederacy, which became so popular that the Dominion made it a title and badge for their elite pilots. Winged nightmare is a title conferred to their pilots who showed great prowess and valor in a battle. The badge comes with a personalized wraith for that pilot, the latest of Dominion engineering wonder, with infinite cloaking ability. This comes at a cost, however. The pilots of these vehicles are taken out of general military assignment circulation, and instead force various military bodies and regional leaders to 'bid' on the contract to take a nightmare into service, a process that sees none of the profits turned to the pilot himself.

The winged nightmare wraith is a tier 3 wraith piloted by an ace pilot.

Winged Nightmare Wraith

Level 25 Terran Heroic Character in Gargantuan-sized Vehicle, Extreme Threat

Skill Purchases: 26

Talent Purchases: 17

Ability Score Purchases: 20

Hit Points: 710

Healing Threshold: NA

Damage Threshold: 71

Defense: 38

Toughness: 65

Resolve: 26

Acceleration Rating: 160

Max Speed: 1,200

Morale Bonus: +8

Space: 4 by 4 squares

Reach: NA

Initiative: +10

Damage Resistance: 41

Psionic Resistance: NA

-Destroyer Missile Battery 1d20+28 accuracy, 147 damage, 1 strike maximum, 24 shots at strategic range; *Special Traits:* Penetration 52, Burst 4, Missile

-Burst Cannon 1d20+31 accuracy, 82 damage, 1 strike maximum, unlimited shots at distant range; *Special Traits:* Penetration 27, Triple-linked, Energy Damage

Skills: Athletics 10, Acrobatics 10, Computers 10, Defensive Training 10, Durability 10, Influence 5, Leadership 8, Lore 6, Medicine 4, Melee 8, Mental Training 10, Ranged 15, Perception 10, Pilot 15, Science 10, Tactics 10

Skill Focuses: Pilot +5, Ranged +5, Acrobatics +3, Tactics +2, Leadership +2,

Talents: Aerial Evasion II, Defensive Fighting II, Devastating Cripple (ranged II), Dodge II, Dog Fighter, Guided Steps, In Control, Inspirational Presence, Heavy Metal, Resilience, Sabotage, Ultra-Specialization, Weapon Mastery (ranged III)

Strength: 20

Instinct: 10*

Agility: 9

Fortitude: 20

Intelligence: 6

Willpower: 6

Special Ability (Maximum Firepower): Once per round, when hit by an enemy attack, the wraith can counterattack against them.

Special Ability (Target Lock): The pilot can issue a target lock on one or two targets as a standard action. The pilot can then expend the lock freely with the battery attack on a future turn. A weapon attack with a target lock either gains 2 missile barrages at +10 accuracy bonus OR the character can fire four missiles at +4. These missiles can be split amongst any applicable target locked enemies.

Special Ability (Stable Flying): At the start of each turn, the wraith gains 20 protection points.

Special Ability (Dog Fighter): Can mark an enemy flying target as a free action; the wraith gains +4 defense and +2 accuracy against that target. The wraith can also perform bob and weave actions.

Special Ability (Improved Cloaking Device): This vehicle has an onboard stealth field generator, allowing it to cloak for as a minor action. It can remain cloaked indefinitely.

Special Ability (Evasive Flight): The wraith is exceptionally difficult to hit when it moves at high speeds. It receives twice as much defense bonus when moving faster than its opponent.

Special Ability (Barrel Roll): The wraith can perform a barrel roll on any round that its speed is over 100, performable as a minor action. When the Wraith performs a barrel roll, at the end of the movement it shifts a number of squares to either side equal to 1/10 their current speed. In addition, any round a wraith performs a barrel roll; missiles suffer a -10 accuracy against them.

Special Ability (Reinforcement): The reinforcement value from the wraith's plated hull reduces all crippling wound points it suffers by 3.

Terran Piloted Capital Ships

For your largest battles involving terrans, this is a selection of terran capital ships with pre-made statistics with the commander included in.

Battlecruisers Description

The terran governments have gone through a wide variety of battlecruiser designs between the Guild War and the End War. They are similar in that they all possess a hammerhead style design, with primary weapons, point defense guns, hanger bays, and a yamato cannon. In battle these ships, tend to activate their point defense guns when enemy fighters are in play, and use their primary weapons to destroy their opponents, starting from the greatest threat down. They save their yamato cannons for enemy capital ships. They rarely deploy ships in battle, as they cannot do so quickly. They are more likely to deploy fighters and dropships before or after a space battle.

The Behemoth and Minotaur battlecruisers are commanded by a commodore NPC (see Supplement 2: Advanced Terran Training Manual). The Morai battlecruiser is commanded by an ace pilot. The Loki and Gorgon battlecruisers are piloted by a fleet admiral.

Behemoth-class Battlecruiser

Level 26 Terran Heroic Character Commanding Behemoth-sized Capital Ship, Epic-3 Threat

Skill Purchases: 24

Talent Purchases: 15

Ability Score Purchases: 13

Hit Points: 11,900

Healing Threshold: NA

Damage Threshold: 293

Defense: 6

Toughness: 287

Resolve: 26

Acceleration Rating: 87

Max Speed: 300

Morale Bonus: +8

Space: 4 by 4 starship

Reach: NA

Initiative: +12

Damage Resistance: 94

Crew Actions: 6

-Bombardment Laser Battery 1d20+30 accuracy x6, 275 damage, 1 strike maximum, unlimited shots at strategic range; *Special Traits:* Penetration 20, Energy Damage, Macro

-Defensive Autocannon DC 35 Point Defense, 63 damage, 1 strike maximum; *Special Traits:* Penetration 30, Hailfire 4, Point Defense (DC 35)

-Yamato Cannon 1d20+15 accuracy, 3,600 damage, 1 strike maximum, unlimited shots at orbital range; *Special Traits:* Piercing, Burst 6, Macro, Charge System (8), Grand Ordinance

Skills: Acrobatics 6, Athletics 6, Computers 8, Defensive Training 10, Durability 11, Influence 8, Leadership 12, Lore 8, Melee 10, Mental Training 10, Perception 8, Pilot 12, Ranged 14, Science 8, Survival 6, Tactics 12

Skill Focuses: Pilot +4, Tactics +2, Ranged +4, Leadership +3, Durability +2, Influence +2

Talents: Aerial Evasion, Bombardment, Close Combat Shot, Defensive Fighting II, Devastating Cripple (ranged), Far Shot, Grand Leader, Hardened Survivalist, Inspirational Presence, Intimidating Presence, Penetration III, Resilience, Resolute, Ultra-Specialization, War Scars, Weapon Mastery (ranged III)

Strength: 60

Instinct: 8

Agility: 4

Fortitude: 60

Intelligence: 6

Willpower: 6

Forces: 6 swarms of marines, 4 squadrons of 5 goliaths, 4 siege tanks, 2 ghosts, 4 drop ships, 8 wraiths, 1 nuclear warhead

Special Ability (Yamato Cannon): Before the yamato cannon can be fired, eight Charge actions must be prepared to ready the weapon for use. Once it is primed, the yamato cannon requires a standard action and 4 crew actions in order to fire.

Special Ability (Capital Ship): The vessel has 6 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action on a battlecruiser can be used for the following purposes:

Activate Thrusters: Each activate thrusters action increases the ships starship scale speed by 1 that turn.

Advanced Scanner: By spending 2 crew actions, can make a detector action in a Massive Burst (1) area

Charge Yamato Cannon: Eight charge yamato cannon actions are required to prepare the weapon to fire.

Deploy Boarders: This action allows the ship to deploy 1 military unit as boarders for another craft via boarding tubes.

Deploy Craft: A crew action can be spent to deploy 1 vehicle from the ship's hanger, up to twice per round.

Emergency Repairs: A crew action can be spent to repair 1d20+64 hit points to the ship but cannot heal the ship above 50% life.

Evasive Maneuvers: The vessel can spend up to 3 crew actions on increasing its defense. The first action gives it +8 defense, and each action afterwards gives it a bonus +5.

Extra Attacks: Chose one of the benefits each time this option is chosen: the bombardment laser battery can make another attack, or a point defense weapon gains +3 DC.

Point Defense Batteries: A crew action can be spent to maintain the Defense Autocannon point defense weapon for 1 round.

Stabilizers: A crew action is required to maintain control of the ship if a move action is not spent on piloting or moving.

Special Ability (Maximum Firepower): Once per round, when the battlecruiser is hit by an attack, it may a single bombardment laser battery shot back at the attacker.

Special Ability (Resilient War Ship): The battlecruiser gains 60 protection points at the start of each turn. It reduces all crippling wounds it suffers by 4.



~Behemoth Battlecruiser (top)

~Minotaur Battlecruiser (bottom)



Minotaur-class Battlecruiser

Level 26 Terran Heroic Character Commanding Behemoth-sized Capital Ship, Epic-3 Threat

Skill Purchases: 24

Talent Purchases: 15

Ability Score Purchases: 13

Hit Points: 11,900

Healing Threshold: NA

Damage Threshold: 293

Defense: 6

Toughness: 287

Resolve: 26

Acceleration Rating: 87

Max Speed: 300

Morale Bonus: +8

Space: 4 by 4 starship

Reach: NA

Initiative: +12

Damage Resistance: 94

Crew Actions: 6

-Bombardment Laser Battery 1d20+30 accuracy x6, 275 damage, 1 strike maximum, unlimited shots at strategic range; *Special Traits*: Penetration 20, Energy Damage, Macro

-Barrage Missile Pods 1d20+31 accuracy, 145 damage, 1 strike maximum, 10 shots at strategic range; *Special Traits*: Penetration 30, Hailfire 2, Burst 32, Delay, Overwhelming Firepower

-Defensive Autocannon DC 35 Point Defense, 63 damage, 1 strike maximum; *Special Traits*: Penetration 30, Hailfire 4, Point Defense (DC 35)

-Defensive Missile Fusillade DC 25 Point Defense, 147 damage, 1 strike maximum; *Special Traits*: Penetration 57, Hailfire 1, Point Defense (DC 25)

-Yamato Cannon 1d20+15 accuracy, 3,600 damage, 1 strike maximum, unlimited shots at orbital range; *Special Traits*: Piercing, Burst 6, Macro, Charge System (8), Grand Ordinance

Skills: Acrobatics 6, Athletics 6, Computers 8, Defensive Training 10, Durability 11, Influence 8, Leadership 12, Lore 8, Melee 10, Mental Training 10, Perception 8, Pilot 12, Ranged 14, Science 8, Survival 6, Tactics 12

Skill Focuses: Pilot +4, Tactics +2, Ranged +4, Leadership +3, Durability +2, Influence +2

Talents: Aerial Evasion, Bombardment, Close Combat Shot, Defensive Fighting II, Devastating Cripple (ranged), Far Shot, Grand Leader, Hardened Survivalist, Inspirational Presence, Intimidating Presence, Penetration III, Resilience, Resolute, Ultra-Specialization, War Scars, Weapon Mastery (ranged III)

Strength: 60

Instinct: 8

Agility: 4

Fortitude: 60

Intelligence: 6

Willpower: 6

Forces: 6 swarms of marines, 2 swarms of marauders, 4 siege tanks, 2 ghosts, 4 medivacs, 4 banshees, 4 vikings, 1 nuclear warhead, 6 boarding torpedoes

Special Ability (Yamato Cannon): Before the yamato cannon can be fired, eight Charge actions must be prepared to ready the weapon for use. Once it is primed, the yamato cannon requires a standard action and 4 crew actions in order to fire.

Special Ability (Capital Ship): The vessel has 6 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action on a battlecruiser can be used for the following purposes:

Activate Thrusters: Each activate thrusters action increases the ships starship scale speed by 1 that turn.

Advanced Scanner: By spending 2 crew actions, can make a detector action in a Massive Burst (1) area

Charge Yamato Cannon: Eight charge yamato cannon actions are required to prepare the weapon to fire.

Deploy Boarders: This action allows the ship to deploy 1 military unit as boarders for another craft via boarding tubes, or 2 units via boarding torpedoes.

Deploy Craft: A crew action can be spent to deploy 1 vehicle from the ship's hanger, up to twice per round.

Emergency Repairs: A crew action can be spent to repair 1d20+64 hit points to the ship but cannot heal the ship above 50% life.

Evasive Maneuvers: The vessel can spend up to 3 crew actions on increasing its defense. The first action gives it +8 defense, and each action afterwards gives it a bonus +5.

Extra Attacks: Chose one of the benefits each time this option is chosen: the bombardment laser battery can make another attack, the barrage missile pods gain +1 hailfire, or a point defense weapon gains +3 DC.

Point Defense Batteries: A crew action can be spent to maintain either the Defense Autocannon or Defensive Missile Fusillade point defense weapon for 1 round. Multiple crew actions can be spent to activate multiple weapons.

Secondary Weapon: A crew action can be spent to fire the barrage missile pods.

Stabilizers: A crew action is required to maintain control of the ship if a move action is not spent on piloting or moving.

Special Ability (Maximum Firepower): Once per round, when the battlecruiser is hit by an attack, it may a single bombardment laser battery shot back at the attacker.

Special Ability (Resilient War Ship): The battlecruiser gains 60 protection points at the start of each turn. It reduces all crippling wounds it suffers by 4.

Moirai-class Battlecruiser

Level 29 Terran Heroic Character Commanding Behemoth-sized Capital Ship, Epic-3 Threat

Skill Purchases: 26

Talent Purchases: 17

Ability Score Purchases: 20

Hit Points: 12,460

Healing Threshold: NA

Damage Threshold: 302

Defense: 11

Toughness: 296

Resolve: 26

Acceleration Rating: 150

Max Speed: 500

Morale Bonus: +8

Space: 4 by 4 starship

Reach: NA

Initiative: +10

Damage Resistance: 101

Crew Actions: 6

-Bombardment Laser Battery 1d20+30 accuracy x6, 277 damage, 1 strike maximum, unlimited shots at strategic range; *Special Traits:* Penetration 17, Energy Damage, Macro

-Defensive Autocannon DC 35 Point Defense, 65 damage, 1 strike maximum; *Special Traits:* Penetration 27, Hailfire 4, Point Defense (DC 35)

-Defensive Missile Fusillade DC 25 Point Defense, 147 damage, 1 strike maximum; *Special Traits:* Penetration 47, Hailfire 1, Point Defense (DC 25)

-Yamato Cannon 1d20+15 accuracy, 3,600 damage, 1 strike maximum, unlimited shots at orbital range; *Special Traits:* Piercing, Burst 6, Macro, Charge System (8), Grand Ordinance

Skills: Athletics 10, Acrobatics 10, Computers 10, Defensive Training 10, Durability 10, Influence 5, Leadership 8, Lore 6, Medicine 4, Melee 8, Mental Training 10, Ranged 15, Perception 10, Pilot 15, Science 10, Tactics 10

Skill Focuses: Pilot +5, Ranged +5, Acrobatics +3, Tactics +2, Leadership +2,

Talents: Aerial Evasion II, Defensive Fighting II, Devastating Cripple (ranged II), Dodge II, Dog Fighter, Guided Steps, In Control, Inspirational Presence, Heavy Metal, Resilience, Sabotage, Ultra-Specialization, Weapon Mastery (ranged III)

Strength: 5

Instinct: 10*

Agility: 9

Fortitude: 7

Intelligence: 6

Willpower: 6

Forces: 2 swarms of elite marines, 2 shock division siege tanks, 10 bulwark company goliaths, 10 ghosts, 20 special forces marines, 4 medivacs, 2 night wolf banshees, 6 vikings, 3 nuclear warheads, 6 boarding torpedoes

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

Special Ability (Radar Stealth System): The Moirai is invisible to long ranged radar and sweeping scans. It takes a DC 40 computers check to be able to spot a Moirai with an orbital scan. This makes the ship nigh impossible tell from a distance, despite its size. Note that this trait does nothing in combat as the Moirai is not actually hidden or cloaked. Firing its bombardment lasers will also give its location away quickly.

Special Ability (Capital Ship): The vessel has 6 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action on a battlecruiser can be used for the following purposes:

Activate Thrusters: Each activate thrusters action increases the ships starship scale speed by 1 that turn.

Advanced Scanner: By spending 2 crew actions, can make a detector action in a Massive Burst (1) area

Charge Yamato Cannon: Eight charge yamato cannon actions are required to prepare the weapon to fire.

Deploy Boarders: This action allows the ship to deploy 1 military unit as boarders for another craft via boarding tubes, or 2 units via boarding torpedoes.

Deploy Craft: A crew action can be spent to deploy 1 vehicle from the ship's hanger, up to twice per round.

Emergency Repairs: A crew action can be spent to repair 1d20+66 hit points to the ship but cannot heal the ship above 50% life.

Evasive Maneuvers: The vessel can spend up to 3 crew actions on increasing its defense. The first action gives it +11 defense, and each action afterwards gives it a bonus +5.

Extra Attacks: Chose one of the benefits each time this option is chosen: the bombardment laser battery can make another attack, the secondary bombardment lasers can gain +1 hailfire, or a point defense weapon gains +3 DC.

Point Defense Batteries: A crew action can be spent to maintain either the Defense Autocannon or Defensive Missile Fusillade point defense weapon for 1 round. Multiple crew actions can be spent to activate multiple weapons.

Secondary Weapon: A crew action can be spent to fire 2 extra bombardment laser attacks.

Stabilizers: A crew action is required to maintain control of the ship if a move action is not spent on piloting or moving.

Special Ability (Maximum Firepower): Once per round, when the battlecruiser is hit by an attack, it may a single bombardment laser battery shot back at the attacker.

Special Ability (Resilient War Ship): The battlecruiser gains 60 protection points at the start of each turn. It reduces all crippling wounds it suffers by 4.



~Morai Battlecruiser (top)

Loki Battlecruiser (bottom)



Loki-class Battlecruiser

Level 32 Terran Advanced Heroic Character Commanding Behemoth-sized Capital Ship, Epic-3 Threat

Skill Purchases: 28

Talent Purchases: 15

Ability Score Purchases: 27

Hit Points: 13,050

Healing Threshold: NA

Damage Threshold: 305

Defense: 11

Toughness: 299

Resolve: 44

Acceleration Rating: 150

Max Speed: 600

Morale Bonus: +12

Space: 4 by 4 starship

Reach: NA

Initiative: +16

Damage Resistance: 108

Crew Actions: 7

-Twin Armageddon Cannon 1d20+34 accuracy, 197 damage, full auto, unlimited shots at strategic range; *Special Traits:* Penetration 20, Hailfire 3, Overwhelming Firepower, Full Auto

-Bombardment Laser Battery 1d20+30 accuracy x2, 292 damage, 1 strike maximum, unlimited shots at strategic range; *Special Traits:* Penetration 20, Energy Damage, Macro

-Defensive Autocannon DC 35 Point Defense, 69 damage, 1 strike maximum; *Special Traits:* Penetration 27, Hailfire 4, Point Defense (DC 35)

-Flak Turrets DC 40 Point Defense, 63 damage, 1 strike maximum; *Special Traits:* Penetration 20, Hailfire 5, Point Defense (DC 40)

-Yamato Cannon 1d20+15 accuracy, 3,800 damage, 1 strike maximum, unlimited shots at orbital range; *Special Traits:* Piercing, Burst 6, Macro, Charge System (8), Grand Ordinance

Skills: Acrobatics 8, Athletics 8, Computers 12, Defensive Training 12, Durability 15, Influence 12, Leadership 15, Lore 12, Melee 12, Mental Training 15, Perception 11, Pilot 16, Ranged 17, Science 12, Survival 8, Tactics 16

Skill Focuses: Pilot +4, Tactics +2, Ranged +5, Leadership +3, Durability +3, Influence +2, Mental Training +3

Talents: Aerial Evasion II, Bombardment, Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged II), Dog Fighter, Far Shot, Grand Leader, Hardened Survivalist, Inspirational Presence, Intimidating Presence, Penetration V, Resilience II, Resolute II, Ultra-Specialization, War Scars, Weapon Mastery (melee III, ranged III)

Strength: 75 **Instinct:** 10 **Agility:** 7 **Fortitude:** 75

Intelligence: 9 **Willpower:** 10

Forces: 6 swarms of elite marines, 4 siege tanks, 2 shock division siege tanks, 30 special forces marines, 4 medivacs, 8 boarding torpedoes

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

Special Ability (Capital Ship): The vessel has 7 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action on a battlecruiser can be used for the following purposes:

Activate Thrusters: Each activate thrusters action increases the ships starship scale speed by 1 that turn.

Advanced Scanner: By spending 2 crew actions, can make a detector action in a Massive Burst (2) area

Charge Yamato Cannon: Eight charge yamato cannon actions are required to prepare the weapon to fire.

Deploy Boarders: This action allows the ship to deploy 1 military unit as boarders for another craft via boarding tubes, or 2 units via boarding torpedoes.

Deploy Craft: A crew action can be spent to deploy 1 vehicle from the ship's hanger, up to twice per round.

Emergency Repairs: A crew action can be spent to repair 1d20+71 hit points to the ship but cannot heal the ship above 50% life.

Evasive Maneuvers: The vessel can spend up to 3 crew actions on increasing its defense. The first action gives it +12 defense, and each action afterwards gives it a bonus +5.

Extra Attacks: Chose one of the benefits each time this option is chosen: the twin Armageddon cannon can make another attack, one secondary bombardment lasers can gain +1 hailfire, or a point defense weapon gains +3 DC.

Point Defense Batteries: A crew action can be spent to maintain either the Defense Autocannon or Flak Turret point defense weapon for 1 round. Multiple crew actions can be spent to activate multiple weapons.

Secondary Weapon: A crew action can be spent to fire 2 extra bombardment laser attacks. This can be done up to 3 times.

Stabilizers: A crew action is required to maintain control of the ship if a move action is not spent on piloting or moving.

Special Ability (Fortitude of Spirit): The battlecruiser generates a morale for themselves at the end of each turn. In addition, when the battlecruiser spends a morale, they roll a d20. On a 12+, the morale is not spent.

Special Ability (Resilient War Ship): The battlecruiser gains 75 protection points at the start of each turn. It reduces all crippling wounds it suffers by 2.

Gorgon-class Battlecruiser

Level 33 Terran Advanced Heroic Character Commanding Immense-sized Capital Ship, Epic-4 Threat

Skill Purchases: 28

Talent Purchases: 15

Ability Score Purchases: 27

Hit Points: 26,800

Healing Threshold: NA

Damage Threshold: 431

Defense: 6

Toughness: 425

Resolve: 44

Acceleration Rating: 100

Max Speed: 300

Morale Bonus: +12

Space: 8 by 8 starship

Reach: NA

Initiative: +16

Damage Resistance: 121 Crew Actions: 8

-Bombardment Laser Battery 1d20+30 accuracy x8, 292 damage, 1 strike maximum, unlimited shots at strategic range; *Special Traits*: Penetration 20, Energy Damage, Macro

-Laser Saturation Bombardment 1d20+40 accuracy, 177 damage, 1 strike maximum, unlimited shots at orbital range; *Special Traits*: Penetration 20, Energy Damage, Laser Bombardment*

-Barrage Missile Pods 1d20+36 accuracy, 157 damage, 1 strike maximum, 10 shots at strategic range; *Special Traits*: Penetration 30, Hailfire 2, Burst 33, Delay, Overwhelming Firepower

-Gorgon Defensive Laser Battery DC 35 Point Defense, 177 damage, 1 strike maximum; *Special Traits*: Penetration 30, Hailfire 2, Energy Damage, Point Defense (DC 35)

-Defensive Missile Fusillade DC 25 Point Defense, 147 damage, 1 strike maximum; *Special Traits*: Penetration 47, Hailfire 1, Point Defense (DC 25)

-Yamato Cannon 1d20+15 accuracy, 3,800 damage, 1 strike maximum, unlimited shots at orbital range; *Special Traits*: Piercing, Burst 6, Macro, Charge System (8), Grand Ordinance

Skills: Acrobatics 8, Athletics 8, Computers 12, Defensive Training 12, Durability 15, Influence 12, Leadership 15, Lore 12, Melee 12, Mental Training 15, Perception 11, Pilot 16, Ranged 17, Science 12, Survival 8, Tactics 16

Skill Focuses: Pilot +4, Tactics +2, Ranged +5, Leadership +3, Durability +3, Influence +2, Mental Training +3

Talents: Aerial Evasion II, Bombardment, Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged II), Dog Fighter, Far Shot, Grand Leader, Hardened Survivalist, Inspirational Presence, Intimidating Presence, Penetration V, Resilience II, Resolute II, Ultra-Specialization, War Scars, Weapon Mastery (melee III, ranged III)

Strength: 100 **Instinct**: 10 **Agility**: 7 **Fortitude**: 100

Intelligence: 9 **Willpower**: 10

Forces: 20 swarms of marines, 5 siege tanks, 5 cyclones, 12 medivacs, 12 banshees, 12 vikings, 8 nuclear warheads, 30 boarding torpedoes

Special Ability (Primary Weapon): As a standard action, the battlecruiser can either fire eight bombardment laser attacks or use its laser saturation bombardment.

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

Special Ability (Capital Ship): The vessel has 8 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action on a battlecruiser can be used for the following purposes:

Activate Thrusters: Each activate thrusters action increases the ships starship scale speed by 1 that turn.

Advanced Scanner: By spending 2 crew actions, can make a detector action in a Massive Burst (3) area

Charge Yamato Cannon: Eight charge yamato cannon actions are required to prepare the weapon to fire.

Deploy Boarders: This action allows the ship to deploy 1 military unit as boarders for another craft via boarding tubes, or 2 units via boarding torpedoes.

Deploy Craft: A crew action can be spent to deploy 1 vehicle from the ship's hanger, up to four times per round.

Emergency Repairs: A crew action can be spent to repair 1d20+71 hit points to the ship but cannot heal the ship above 50% life.

Evasive Maneuvers: The vessel can spend up to 3 crew actions on increasing its defense. The first action gives it +8 defense, and each action afterwards gives it a bonus +4.

Extra Attacks: Chose one of the benefits each time this option is chosen: the primary bombardment laser gets another attack, one secondary bombardment laser or barrage missile pod can gain +1 hailfire, or a point defense weapon gains +3 DC.

Point Defense Batteries: A crew action can be spent to maintain either the Gorgon Defensive Laser Battery or Defensive Missile Fusillade point defense weapon for 1 round. Multiple crew actions can be spent to activate multiple weapons.

Secondary Weapon: A crew action can be spent to fire 4 extra bombardment laser attacks. This can be done twice per round. A crew action can also be spent to activate barrage missile pods.

Stabilizers: A crew action is required to maintain control of the ship if a move action is not spent on piloting or moving.

Special Ability (Laser Bombardment*): This weapon is a spread of rapid laser fire that covers over a large area of ground. This weapon can only be used beneath the ship and at a world's surface. It targets a Massive Burst (3) area at mass combat scale, or a Burst (500) area at normal scale. When making this attack, roll an attack roll and have every target within the area roll a d20. The attack is made against every target that rolls a 12+. Swarms and gargantuan or colossal creatures gain +4 to this check and the attack gains +1 hailfire against them if it hits. Strongholds, platoons, and creatures that are massive or larger are automatically hit and the attack gains +2 hailfire against them. In addition, that area is considered suppressed for the next turn. All movement is difficult terrain, and anyone that ends their turn in the area without a roof over the head must check again to see if they area hit by another laser. This lasts until the start of the attacking ship's next turn.

Special Ability (Maximum Firepower): Once per round, when the battlecruiser is hit by an attack, it may a single bombardment laser battery shot back at the attacker.

Special Ability (Fortitude of Spirit): The battlecruiser generates a morale for themselves at the end of each turn. In addition, when the battlecruiser spends a morale, they roll a d20. On a 12+, the morale is not spent.

Special Ability (Resilient War Ship): The battlecruiser gains 100 protection points at the start of each turn. It reduces all crippling wounds it suffers by 4.



Assault Galleon Description

A prized ship for pirates and mercenaries, the assault galleon is a carrier with a powerful torpedo battery. They are effective at launching squadrons of fighter craft quickly, while repelling capital ships with accurate and damaging missiles. The assault galleon is piloted by a mercenary commander.

Assault Galleon

Level 26 Terran Advanced Heroic Character Commanding Gigantic-sized Capital Ship, Epic-2 Threat

Skill Purchases: 27

Talent Purchases: 31

Ability Score Purchases: 23

Hit Points: 5,650

Healing Threshold: NA

Damage Threshold: 184

Defense: 13

Toughness: 178

Resolve: 29

Acceleration Rating: 75

Max Speed: 300

Morale Bonus: +10

Space: 2 by 2 starship

Reach: NA

Initiative: +13

Damage Resistance: 71

Crew Actions: 4

-Polariton Torpedoes 1d20+20 accuracy, 680 damage, 1 strike maximum, unlimited shots at orbital range; *Special Traits:* Penetration 82, Burst 12, Missile, Crew Reload

-Barrage Missile Pods 1d20+30 accuracy, 130 damage, 1 strike maximum, 10 shots at strategic range; *Special Traits:* Penetration 22, Hailfire 2, Burst 32, Delay, Overwhelming Firepower

-Flak Turrets DC 40 Point Defense, 48 damage, 1 strike maximum; *Special Traits:* Penetration 12, Hailfire 5, Point Defense (DC 40)

Skills: Acrobatics 10, Athletics 10, Computers 6, Defensive Training 13, Durability 11, Influence 8, Leadership 10, Lore 5, Melee 11, Mental Training 11, Perception 11, Pilot 12, Ranged 14, Science 4, Stealth 15, Tactics 11

Skill Focuses: Acrobatics +2, Pilot +4, Acrobatics +2, Ranged +4, Stealth +4, Defensive Training +2, Tactics +2

Talents: Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged II), Dodge II, Dual-Weapon Skill II, Hardened Survivalist, Galactic Champion, Heavy Metal II, Mobile Attacker III, Penetration II, Pistol Finesse II, Precision Burst, Powered Armor Training, Resilience, Sneak Attack II, Survival Instincts, Ultra Specialization, War Scars, Weapon Mastery (ranged III, melee III)

Strength: 50

Instinct: 9*

Agility: 10

Fortitude: 50

Intelligence: 6

Willpower: 6

Forces: 4 swarms of hardskin mercenaries, 10 reapers, 4 dropships, 24 wraiths

Special Ability (Advanced Target Lock): The assault galleon can make a target lock as a minor action and use this target lock to fire its polariton torpedo battery. Unlike a traditional target lock, the ship maintains its target lock after it fires missiles. Furthermore, it can have a target lock on two targets at once.

Special Ability (Capital Ship): The galleon has 4 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action on a galleon can be used for the following purposes:

Activate Thrusters: Each activate thrusters action increases the ships starship scale speed by 1 that turn.

Advanced Scanner: By spending 2 crew actions, can make a detector action in a Massive Burst (1) area

Advanced Target Lock: The galleon can make a target lock as a crew action.

Crew Reload: When the polariton torpedo battery is fired, it takes a 2 crew actions to reload per missile.

Deploy Craft: A crew action can be spent to a squadron of 4 ships as a single crew action and can be used twice per round.

Emergency Repairs: A crew action can be spent to repair 1d20+60 hit points to the ship but cannot heal the ship above 50% life.

Evasive Maneuvers: The vessel can spend up to 3 crew actions on increasing its defense. The first action gives it +13 defense, and each action afterwards gives it a bonus +6.

Extra Attacks: Chose one of the benefits each time this option is chosen: the barrage missile pods gain +1 hailfire, or a point defense weapon gains +3 DC.

Point Defense Batteries: A crew action can be spent to maintain the Flak Turret point defense weapon for 1 round.

Secondary Weapon: A crew action can also be spent to activate barrage missile pods.

Stabilizers: A crew action is required to maintain control of the ship if a move action is not spent on piloting or moving.

Cerberus-class Battleship Description

Powerful warships built by the Kel-Morians; these vicious ships are commonly crewed by pirates. With an overwhelming amount of offensive ordinance, these ships can do serious damage to even a Dominion battlecruiser. In the meantime, their EMP blast is perfect for disabling enemy ships so they can be boarded and looted by pirates. Cerberus battleships are a constant threat on the frontier space lanes. This ship is piloted by a pirate captain (StarCraft Supplement 2: Advanced Terran Training Manual).

Cerberus-class Battleship

Level 27 Terran Non-heroic Character Commanding Behemoth-sized Capital Ship, Epic-3 Threat

Skill Purchases: 23

Talent Purchases: 7

Ability Score Purchases: 8

Hit Points: 13,360

Healing Threshold: NA

Damage Threshold: 310

Defense: 4

Toughness: 304

Resolve: 22

Acceleration Rating: 120

Max Speed: 600

Morale Bonus: +8

Space: 4 by 4 starship

Reach: NA

Initiative: +6

Damage Resistance: 87

Crew Actions: 6

-Chaos Missile Battery 1d20+20 accuracy x4, 115 damage, +3 strikes, 500 shots at strategic range; *Special Traits:* Penetration 45, Burst 13, Cluster Blast, Missile, Macro, Battery, Automatic

-Bombardment Laser Battery 1d20+25 accuracy x2, 230 damage, 1 strike maximum, unlimited shots at strategic range; *Special Traits:* Penetration 15, Energy Damage, Macro

-Barrage Missile Pods 1d20+20 accuracy, 115 damage, 1 strike maximum, 10 shots at strategic range; *Special Traits:* Penetration 22, Hailfire 2, Burst 33, Delay, Overwhelming Firepower

-Defensive Missile Fusillade DC 25 Point Defense, 115 damage, 1 strike maximum; *Special Traits:* Penetration 42, Hailfire 1, Point Defense (DC 25)

Skills: Acrobatics 6, Athletics 6, Computers 4, Defensive Training 11, Durability 9, Influence 8, Leadership 8, Melee 12, Mental Training 8, Perception 8, Pilot 11, Ranged 12, Stealth 7, Tactics 6

Skill Focuses: Pilot +4, Ranged +3, Acrobatics +3, Melee +3, Leadership +2, Prowess +1

Talents: Critical Timing, Defensive Fighting, Dodge, Inspirational Presence, Knife Master II, Weapon Mastery (melee II, ranged II)

Strength: 80

Instinct: 6*

Agility: 8

Fortitude: 80

Intelligence: 4

Willpower: 4

Forces: 6 swarms of hardskin mercenaries, 20 goliaths, 20 hellbats, 10 reapers, 4 medevac, 8 vikings, 2 docked confederate battle frigates, 12 boarding torpedoes

Special Ability (Omega EMP Blast): The battleship has a special grand ordinance weapon, the Omega EMP Blast. This weapon releases a blast of electromagnetic energy that hits all enemies within 3 squares of it at starship scale combat. All ships in the area, besides the Cerberus, suffers 50 EMP damage, +50 EMP damage for every size they are above gargantuan. In addition, colossal-sized or smaller ships in the area shutdown for 1 turn. These ships can perform no actions. All ships that are massive sized or larger have half as many crew actions for 2 turns and suffer a -20 to all attack accuracy and skill checks for that time. As a grand ordinance weapon, the EMP Blast requires a standard action and 4 crew actions to fire. After being fired, it takes 10 crew actions dedicated to recharging the blast before it can be fired again.

Special Ability (Capital Ship): The vessel has 6 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action on a battleship can be used for the following purposes:

Activate Thrusters: Each activate thrusters action increases the ships starship scale speed by 1 that turn.

Advanced Scanner: By spending 2 crew actions, can make a detector action in a Massive Burst (2) area

Charge Omega EMP Blast: Ten charge EMP blast actions are required to prepare the weapon to fire.

Deploy Boarders: This action allows the ship to deploy 2 military unit as boarders for another craft via boarding tubes, or 2 units via boarding torpedoes.

Deploy Craft: A crew action can be spent to deploy 1 vehicle from the ship's hanger, up to twice per round.

Emergency Repairs: A crew action can be spent to repair 1d20+71 hit points to the ship but cannot heal the ship above 50% life.

Evasive Maneuvers: The vessel can spend up to 3 crew actions on increasing its defense. The first action gives it +7 defense, and each action afterwards gives it a bonus +5.

Extra Attacks: Chose one of the benefits each time this option is chosen: the chaos missile battery can make another attack, one secondary bombardment lasers or barrage missile pods can gain +1 hailfire, or a point defense weapon gains +3 DC.

Point Defense Batteries: A crew action can be spent to maintain the Defensive Missile Fusillade point defense weapon for 1 round.

Secondary Weapon: A crew action can be spent to fire 2 extra bombardment laser attacks or fire the barrage missile pods.

Stabilizers: A crew action is required to maintain control of the ship if a move action is not spent on piloting or moving.

Special Ability (Maximum Firepower): Once per round, when the battleship is hit by an attack, it may a single chaos missile battery attack back them.

Special Ability (Resilient War Ship): The battleship gains 80 protection points at the start of each turn. It reduces all crippling wounds it suffers by 4.



Griffin-class Stealth Ship Description

Designed for Dominion special forces and ghost operatives, these stealth ships contain everything needed for spec ops to maintain a mobile campaign to deal with threats throughout the sector. Operated by some of the best agents in the Dominion, these ships are as fast and capable as their crew. This ship is piloted by an ace pilot.

Griffin-class Stealth Ship

Level 29 Terran Heroic Character Commanding Gigantic-sized Capital Ship, Epic-2 Threat

Skill Purchases: 26

Talent Purchases: 17

Ability Score Purchases: 20

Hit Points: 6,850

Healing Threshold: NA

Damage Threshold: 188

Defense: 18

Toughness: 182

Resolve: 26

Acceleration Rating: 300

Max Speed: 800

Morale Bonus: +8

Space: 2 by 2 starship

Reach: NA

Initiative: +10

Damage Resistance: 70

Crew Actions: 4

-Bombardment Laser Battery 1d20+34 accuracy x3, 277 damage, 1 strike maximum, unlimited shots at strategic range; *Special Traits*: Penetration 17, Energy Damage, Macro

-Defensive Autocannon DC 35 Point Defense, 65 damage, 1 strike maximum; *Special Traits*: Penetration 27, Hailfire 4, Point Defense (DC 35)

Skills: Athletics 10, Acrobatics 10, Computers 10, Defensive Training 10, Durability 10, Influence 5, Leadership 8, Lore 6, Medicine 4, Melee 8, Mental Training 10, Ranged 15, Perception 10, Pilot 15, Science 10, Tactics 10

Skill Focuses: Pilot +5, Ranged +5, Acrobatics +3, Tactics +2, Leadership +2,

Talents: Aerial Evasion II, Defensive Fighting II, Devastating Cripple (ranged II), Dodge II, Dog Fighter, Guided Steps, In Control, Inspirational Presence, Heavy Metal, Resilience, Sabotage, Ultra-Specialization, Weapon Mastery (ranged III)

Strength: 50

Instinct: 10*

Agility: 9

Fortitude: 50

Intelligence: 6

Willpower: 6

Forces: 100 elite marines, 30 special forces marines, 15 ghosts, 3 ghost senior operatives, 4 dropships

Special Ability (Bombing Run): The stealth ship can commence a bombing run on ground targets while it is flying by. The ship must be going at least 400 squares per round and be within strategic range of the ground to perform this maneuver. This effects an area that is 50 by 200 squares in character scale, or a 1 by 2 area in mass combat. They make a +20 attack against all targets in the area. On a hit, the bombing run deals 50 damage, penetration 10, Hailfire 5. It deals half damage and hailfire on a missed attack. Once this ability is used it requires 20 crew actions to recharge.

Special Ability (Capital Ship): The vessel has 4 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action on a stealth ship can be used for the following purposes:

Activate Thrusters: Each activate thrusters action increases the ships starship scale speed by 1 that turn.

Advanced Scanner: By spending 2 crew actions, can make a detector action in a Massive Burst (3) area

Charge Bombing Run: Twenty charge bombing run actions are needed before the stealth ship can make another bombing run.

Cloaking Device: By spending 2 crew actions, the stealth ship is cloaked for the next turn. The stealth ship remains cloaked if it spends 2 crew actions on its turn.

Deploy Craft: A crew action can be spent to deploy 1 vehicle from the ship's hanger, once per round

Emergency Repairs: A crew action can be spent to repair 1d20+66 hit points to the ship but cannot heal the ship above 50% life.

Evasive Maneuvers: The vessel can spend up to 3 crew actions on increasing its defense. The first action gives it +17 defense, and each action afterwards gives it a bonus +6.

Extra Attacks: Chose one of the benefits each time this option is chosen: the bombardment laser battery can make another attack, or a point defense weapon gains +3 DC.

Point Defense Batteries: A crew action can be spent to maintain the Defensive Autocannon point defense weapon for 1 round.

Stabilizers: A crew action is required to maintain control of the ship if a move action is not spent on piloting or moving.

Special Ability (Maximum Firepower): Once per round, when the stealth ship is hit by an attack, it may a single bombardment laser attack back them.

Special Ability (Toggle Transport Modes): As a standard action, the stealth ship can alternate between a flying mode with the wings spread out, or a travel mode with the wings folded in. Both variations give different benefits. When one is not specified, the griffin is in flight mode.

-Flight Mode: In flight mode, the griffin can utilize its FTL drives and gains +300 maximum speed.

-Travel Mode: In travel mode, the griffin suffers no penalties to crew actions and speed while functioning in atmosphere within mass combat. It can also turn 90 degrees after every square it moves. However, it cannot utilize its FTL drive in this mode.

Special Ability (Resilient War Ship): The stealth ship gains 50 protection points at the start of each turn. It reduces all crippling wounds it suffers by 4.

Special Ability (Radar Stealth System): The stealth ship is invisible to long ranged radar and sweeping scans. It takes a DC 40 computers check to be able to spot a stealth ship with an orbital scan. This makes the ship nigh impossible tell from a distance, despite its size. Note that this trait does nothing in combat as the Moirai is not actually hidden or cloaked. Firing its bombardment lasers will also give its location away quickly.

Cargo Ship Description

Whether filled with cargo, refugees, colonists, or tourists, these bulk transports are found throughout terran space, moving their cargo from one place to another. The destruction of one of these ships can be catastrophic, thus they are generally well protected. The cargo ship is commanded by a combat pilot captain (StarCraft Supplement 2: Advanced Terran Training Manual).

Cargo Ship

Level 16 Terran Non-heroic Character Commanding Behemoth-sized Capital Ship, Epic-2 Threat

Skill Purchases: 22

Talent Purchases: 4

Ability Score Purchases: 11

Hit Points: 9,200

Healing Threshold: NA

Damage Threshold: 293

Defense: 3

Toughness: 287

Resolve: 23

Acceleration Rating: 120

Max Speed: 300

Morale Bonus: +6

Space: 4 by 4 starship

Reach: NA

Initiative: +8

Damage Resistance: 89

Crew Actions: 6

-Defensive Autocannon DC 35 Point Defense, 46 damage, 1 strike maximum; *Special Traits:* Penetration 20, Hailfire 4, Point Defense (DC 35)

-Flak Turrets DC 40 Point Defense, 40 damage, 1 strike maximum; *Special Traits:* Penetration 10, Hailfire 5, Point Defense (DC 40)

Skills: Athletics 6, Acrobatics 6, Computers 6, Defensive Training 8, Durability 8, Influence 4, Leadership 8, Lore 4, Medicine 4, Melee 6, Mental Training 8, Ranged 10, Perception 8, Pilot 11, Science 6, Tactics 6

Skill Focuses: Pilot +3, Ranged +4, Acrobatics +2, Tactics +2, Leadership +2

Talents: Aerial Evasion, Dodge, Dog Fighter, Inspirational Presence, Ultra-Specialization, Weapon Mastery (ranged I)

Strength: 70

Instinct: 8*

Agility: 7

Fortitude: 70

Intelligence: 5

Willpower: 5

Forces: 5 dropships, large numbers of civilians or cargo

Special Ability (Capital Ship): The vessel has 4 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action on a cargo ship can be used for the following purposes:

Activate Thrusters: Each activate thrusters action increases the ships starship scale speed by 1 that turn.

Advanced Scanner: By spending 2 crew actions, can make a detector action in a Massive Burst (1) area

Deploy Craft: A crew action can be spent to deploy 1 vehicle from the ship's hanger, up to twice per round.

Emergency Repairs: A crew action can be spent to repair 1d20+61 hit points to the ship but cannot heal the ship above 50% life.

Evasive Maneuvers: The vessel can spend up to 3 crew actions on increasing its defense. The first action gives it +7 defense, and each action afterwards gives it a bonus +5.

Point Defense Batteries: A crew action can be spent to maintain either the Defensive Autocannon or Flak Turret point defense weapon for 1 round. Multiple crew actions can be spent to activate multiple weapons.

Stabilizers: A crew action is required to maintain control of the ship if a move action is not spent on piloting or moving.

Hercules-class Transport Description

A military troop hauler, the Hercules can carry an entire legion within its cavernous holding space. Hercules move entire battalions in battle on a planet's surface, so it is important they are guarded. Fortunately, these craft, while unarmed, are exceptionally tough. The Hercules is piloted by a marine master sergeant (StarCraft Supplement 2: Advanced Terran Training Manual).

Hercules-class Transport

Level 23 Terran Non-heroic Character Commanding Gigantic-sized Capital Ship, Epic Threat

Skill Purchases: 21

Talent Purchases: 5

Ability Score Purchases: 8

Hit Points: 6,250

Healing Threshold: NA

Damage Threshold: 182

Defense: 7

Toughness: 176

Resolve: 22

Acceleration Rating: 80

Max Speed: 600

Morale Bonus: +6

Space: 2 by 2 starship

Reach: NA

Initiative: +8

Damage Resistance: 85

Crew Actions: 2

Skills: Athletics 5, Acrobatics 5, Defensive Training 12, Durability 8, Endurance 6, Influence 8, Leadership 8, Melee 8, Mental Training 8, Perception 7, Pilot 10, Ranged 10, Tactics 8, Survival 4

Skill Focuses: Ranged +3, Defensive Training +4, Pilot +2, Leadership +2, Survival +2

Talents: Dissuade, Grenade Catcher, Hardened Survivalist, Heavy Metal, Powered Armor Training, Weapon Mastery (ranged)

Strength: 50

Instinct: 6

Agility: 3

Fortitude: 50

Intelligence: 4

Willpower: 4

Forces: 8 swarms of marines, 10 siege tanks, 2 thors

Special Ability (Capital Ship): The vessel has 2 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action on a transport can be used for the following purposes:

Activate Thrusters: Each activate thrusters action increases the ships starship scale speed by 1 that turn.

Advanced Scanner: By spending 2 crew actions, can make a detector action in a Massive Burst (1) area

Deploy Craft: A crew action can be spent to deploy 1 vehicle from the ship's hanger, up to twice per round.

Emergency Repairs: A crew action can be spent to repair 1d20+54 hit points to the ship but cannot heal the ship above 50% life.

Evasive Maneuvers: The vessel can spend up to 3 crew actions on increasing its defense. The first action gives it +12 defense, and each action afterwards gives it a bonus +6.

Stabilizers: A crew action is required to maintain control of the ship if a move action is not spent on piloting or moving.

Special Ability (Close Support Ship): The Hercules is designed to operate effectively within the atmosphere of a planet. It suffers no penalties to crew actions and speed while functioning in atmosphere within mass combat.

Special Ability (Heavy Drop Pods): The Hercules possesses 20 emergency drop pods, so that it's soldiers can drop from the ship to a planet's surface. Each drop pod is large enough to support 30 terran soldiers, or even a number of vehicles. Every large-sized vehicle takes them room of 4 soldiers, every huge-sized vehicle takes the room of 15 soldiers, and every gargantuan-sized vehicle takes the room of 30 soldiers, thus the whole pod. Once released, these drop pods travel at a speed of 200 squares per round until they reach the planet's surface. Once they arrive, the drop pods release their military cargo unharmed.

Special Ability (Extra Stability): When a Hercules is reduced to 0 hit points, apply a -4 penalty to the table that determines what happens to the ship. After determining the result, treat it as Wrecked and Compromised for 10 turns. During this time, the ship can still utilize its heavy drop pods, giving its passengers a chance to get off the ship. It usually takes 5 rounds for the soldiers to load into the drop pods.

Science Vessel Description

The modern science vessels, in addition to being a place of research and experimentation, are used as space explorers and combat support ships as needed. Because of possible military application, all the science crew aboard the ship are government employees and are trained to act accordingly when engaged in combat. This ship is commanded by a Military Lead Scientist.

Science Vessel

Level 20 Terran Heroic Character Commanding Gigantic-sized Capital Ship, Epic-2 Threat

Skill Purchases: 19

Talent Purchases: 13

Ability Score Purchases: 17

Hit Points: 4,940

Healing Threshold: NA

Damage Threshold: 164

Defense: 10

Toughness: 158

Resolve: 34

Acceleration Rating: 100

Max Speed: 600

Morale Bonus: +9

Space: 2 by 2 starship

Reach: NA

Initiative: +7

Damage Resistance: 55

Crew Actions: 4

-Defensive Autocannon DC 35 Point Defense, 34 damage, 1 strike maximum; *Special Traits:* Penetration 20, Hailfire 4, Point Defense (DC 35)

Skills: Acrobatics 5, Athletics 5, Computers 13, Defensive Training 8, Durability 8, Influence 11, Leadership 8, Lore 14, Medicine 14, Melee 6, Mental Training 10, Perception 11, Pilot 9, Ranged 10, Science 15, Survival 9, Tactics 7

Skill Focuses: Computers +2, Lore +2, Science +4, Lore +3, Medicine +3, Mental Training +2, Ranged +2, All Skills +1, Non-Prowess Skills +1

Talents: Awesome Abilities (intelligence), Calm Engineer, Close Combat Shot, Demean, Efficient First Aid, Engineer Foreman, Field Medic, Makeshift Repairs, Resolute, Smart Shot, Specialized Knowledge, Structural Weakness, Sabotage, Ultra Specialization, Upgraded Turret II, Weapon Mastery (ranged)

Strength: 40

Instinct: 7*

Agility: 4

Fortitude: 40

Intelligence: 11

Willpower: 9

Forces: 2 swarms of marines, 2 medevacs, 2 ravens

Special Ability (Irradiated Beam): As a standard action, the science vessel can fire an irradiated beam at a location within orbital range. When used, the target area is bathed in toxic radiation. This targets a Burst (30) area. Every living creature in the area gains the Melting condition, except the condition gains Hailfire (1). No attack roll is required for this, and it automatically applies against swarms in the area as well. In addition, every living target in the area suffers 40 poison damage. The irradiated area persists for 10 turns, where any living creature that ends their turn in the area suffers 40 poison damage. This beam requires 4 crew actions to recharge before it can be used again.

Special Ability (EMP Blast): As a standard action, the science vessel can fire a missile that explodes in a massive burst, draining all electricity from an area. This targets a Massive Burst (1) area at up to orbital range. It makes a +30 attack against defense for every target in the area. On a hit, it deals 200 EMP damage, or half that much damage on a missed attack. The damage from this attack deals full damage to every member of a squadron and is not split, and it gains Hailfire (+1) against swarms. This blast requires 4 crew actions to recharge before it can be used again.

Special Ability (Capital Ship): The vessel has 4 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action on a science vessel can be used for the following purposes:

Activate Support Ability: By spending a crew action, the vessel can use either their defensive matrix or advanced nanobot repair abilities.

Activate Thrusters: Each activate thrusters action increases the ships starship scale speed by 1 that turn.

Advanced Scanner: By spending 2 crew actions, can make a detector action in a Massive Burst (2) area

Charge Ability (Defensive Matrix): Twelve charge actions are required to recharge the defensive matrix

Charge Ability (EMP Blast): Four charge actions are required to reactivate the EMP Blast

Charge Ability (Irradiated Beam): Four charge actions are required to reactivate the irradiated beam

Deploy Craft: A crew action can be spent to deploy 1 vehicle from the ship's hanger, once per round

Emergency Repairs: A crew action can be spent to repair 1d20+76 hit points to the ship but cannot heal the ship above 50% life.

Evasive Maneuvers: The vessel can spend up to 3 crew actions on increasing its defense. The first action gives it +11 defense, and each action afterwards gives it a bonus +6.

Point Defense Batteries: A crew action can be spent to maintain the Defensive Autocannons point defense weapon for 1 round.

Stabilizers: A crew action is required to maintain control of the ship if a move action is not spent on piloting or moving.

Special Ability (Defensive Matrix): As a crew action, the science vessel can deploy a Defensive Matrix around an ally within 4 starship squares. That target gains an energy shield with a shield pool of 1,000 and 50 shield armor. This shield lasts until the shield is used up or 3 turns have passed. After being used, it takes 12 crew actions to recharge the defensive matrix so it can be used again.

Special Ability (Advanced Nanobot Repair): The science vessel can spend a crew action to repair a ship within 2 starship squares of it. This beam heals the target 120 hit points. When healing a squadron, split the healing between every ship in the squadron. The science vessel can spend multiple crew actions every turn using this healing and can heal either the same target or different targets every time.

Special Ability (Surveillance System): The science vessel automatically detects all sneak and cloaked targets with 10 starship squares of the vehicle. If a perception check is required to spot an enemy, the science vessel gains +30 to perception checks to detect enemies.

Special Ability (Rational Crew): The science vessel automatically gains a free morale level at the end of every one of their turns.



Terran Controlled Strongholds

This section includes a variety of common terran strongholds that are already operated and manned, and ready to include in your games.

Drakken Pulse Cannon Description

These are the primary orbital defense cannons used by the Dominion during the Second Great War. This one is commanded by a marine field commander.

Drakken Pulse Cannon

Level 24 Terran Heroic Character Commanding Massive-sized Stronghold, Epic Threat

Skill Purchases: 29

Talent Purchases: 20

Ability Score Purchases: 22

Hit Points: 2,240

Healing Threshold: NA

Damage Threshold: 128

Defense: 1

Toughness: 122

Resolve: 36

Speed: NA

Shift Speed: NA

Morale Bonus: +12

Space: 1 starship (50 by 50)

Reach: NA

Initiative: +12

Damage Resistance: 61

Crew Action: 4

-Orbital Pulse Cannon 1d20+20 accuracy, 1,500 damage, 1 strike maximum, unlimited shots at orbital range; *Special Traits:* Penetration 107, Burst 10, Energy Damage, Macro, Charge System 10, Grand Ordinance, Sky Fire

Skills: Athletics 8, Acrobatics 8, Defensive Training 17, Durability 15, Endurance 12, Leadership 15, Lore 9, Medicine 8, Melee 13, Mental Training 14, Perception 8, Pilot 10, Ranged 17, Survival 8, Tactics 12

Skill Focuses: Ranged +4, Defensive Training +4, Leadership +3, Mental Training +2, Tactics +3, Durability +2, Tactics +2, All Prowess +1

Talents: Anything is Possible, Close Combat Shot, Critical Timing, Defensive Fighting III, Defense of Will, Far Shot, Grand Leader, Hardened Survivalist, Inspirational Presence, Natural Health, Penetration III, Powered Armor Training, Resistant, Resilience, Resolute, War Scars, Ultra Specialization, Weapon Mastery (ranged III), Wrestling Combatant

Strength: 40

Instinct: 10*

Agility: 6

Fortitude: 40

Intelligence: 6

Willpower: 7

Special Ability (Stronghold): The pulse cannon is a massive stationary gun emplacement crewed by hundreds of workers. It cannot move, be moved, and does not have a pilot requirement. Crippling wounds to mobility are rerolled. The station has a standard action and 4 crew action every turn. It can use a crew action for the following purposes:

Advanced Scanner: By spending 2 crew actions, can make a detector action in a Massive Burst (2) area

Charge Pulse Cannon: Ten charge pulse cannon actions are needed before the pulse cannon can fire again

Emergency Repairs: A crew action can be spent to repair 1d20+56 hit points to the ship but cannot heal the station above 50% life.

Turn Cannon: The cannon can spend a crew action to turn 45 degrees.

Special Ability (Aiming the Cannon): The drakken pulse cannon must pay attention to its facing. It can only fire at targets within a 45-degree arc of its current facing. It can spend a crew action to turn the cannon 45 degrees.



Drakken Laser Drill Description

While primarily a digging and excavation tool, a massive drakken laser drill can be a formidable siege weapon. This one is commanded by a military lead scientist.

Drakken Laser Drill

Level 18 Terran Heroic Character Commanding Massive-sized Stronghold, Epic Threat

Skill Purchases: 19

Talent Purchases: 13

Ability Score Purchases: 17

Hit Points: 1,915

Healing Threshold: NA

Damage Threshold: 121

Defense: 1

Toughness: 115

Resolve: 36

Speed: NA

Shift Speed: NA

Morale Bonus: +12

Space: 1 starship (50 by 50)

Reach: NA

Initiative: +12

Damage Resistance: 45

Crew Action: 4

-Industrial Laser Drill 1d20+13 accuracy, 100 damage, 1 strike maximum, unlimited shots at strategic range; *Special Traits:* Piercing, Focusing Beam

Skills: Acrobatics 5, Athletics 5, Computers 13, Defensive Training 8, Durability 8, Influence 11, Leadership 8, Lore 14, Medicine 14, Melee 6, Mental Training 10, Perception 11, Pilot 9, Ranged 10, Science 15, Survival 9, Tactics 7

Skill Focuses: Computers +2, Lore +2, Science +4, Lore +3, Medicine +3, Mental Training +2, Ranged +2, All Skills +1, Non-Prowess Skills +1

Talents: Awesome Abilities (intelligence), Calm Engineer, Close Combat Shot, Demean, Efficient First Aid, Engineer Foreman, Field Medic, Makeshift Repairs, Resolute, Smart Shot, Specialized Knowledge, Structural Weakness, Sabotage, Ultra Specialization, Upgraded Turret II, Weapon Mastery (ranged)

Strength: 35

Instinct: 7*

Agility: 4

Fortitude: 35

Intelligence: 11

Willpower: 9

Special Ability (Stronghold): The laser drill is a massive stationary gun emplacement crewed by hundreds of workers. It cannot move, be moved, and does not have a pilot requirement. Crippling wounds to mobility are rerolled. The station has a standard action and 4 crew action every turn. It can use a crew action for the following purposes:

Advanced Scanner: By spending 2 crew actions, can make a detector action in a Massive Burst (1) area

Emergency Repairs: A crew action can be spent to repair 1d20+76 hit points to the ship but cannot heal the station above 50% life.

Turn Cannon: The cannon can spend a crew action to turn 45 degrees.

Special Ability (Aiming the Cannon): The laser drill must pay attention to its facing. It can only fire at targets within a 45-degree arc of its current facing. It can spend a crew action to turn the drill 45 degrees.



Command Center Description

These are the hearts of a terran military base, where a military commander oversees the war to ensure victory belongs to the terrans. This command center, and its variants, are led by a marine field commander.

Command Center

Level 24 Terran Heroic Character Commanding Massive-sized Stronghold

Skill Purchases: 29

Talent Purchases: 20

Ability Score Purchases: 22

Hit Points: 2,460

Healing Threshold: NA

Damage Threshold: 148

Defense: 1

Toughness: 142

Resolve: 36

Speed: NA

Shift Speed: NA

Morale Bonus: +12

Space: 1 starship (50 by 50)

Reach: NA

Initiative: +12

Damage Resistance: 61

Crew Action: 4

Skills: Athletics 8, Acrobatics 8, Defensive Training 17, Durability 15, Endurance 12, Leadership 15, Lore 9, Medicine 8, Melee 13, Mental Training 14, Perception 8, Pilot 10, Ranged 17, Survival 8, Tactics 12

Skill Focuses: Ranged +4, Defensive Training +4, Leadership +3, Mental Training +2, Tactics +3, Durability +2, Tactics +2, All Prowess +1

Talents: Anything is Possible, Close Combat Shot, Critical Timing, Defensive Fighting III, Defense of Will, Far Shot, Grand Leader, Hardened Survivalist, Inspirational Presence, Natural Health, Penetration III, Powered Armor Training, Resistant, Resilience, Resolute, War Scars, Ultra Specialization, Weapon Mastery (ranged III), Wrestling Combatant

Strength: 40

Instinct: 10*

Agility: 6

Fortitude: 40

Intelligence: 6

Willpower: 7

Special Ability (Command Deck): The commander of the stronghold can spend a standard action to perform a tactics combat augmentation that benefits one ally within strategic range. The ally can be anything from a single person to a platoon or capital ship. Choose from the following combat augmentations below. This combat augmentation lasts for rounds equal to intelligence. You can have up to 3 of these special combat augmentations active at a time, but only one per ally.

Combat Augmentation	DC 15	Every +5 result (max of DC 25)
Bunker Down	Target swarm, platoon, or capital ship gains +5 damage resistance	+2 additional damage resistance
Command Guidance	Target ally gains +2 to their combat augmentation checks	+2 additional bonus to combat augmentations
Flight Pattern	Target flyer gains +2 to pilot checks against point defense weapons	+2 additional bonus to pilot versus point defense
Tighten Defense	Target capital ship or stronghold increase the DC of their point defense weapons by 2	+2 addition DC of point defense weapons.

Special Ability (Lift Off): The command center can enact liftoff procedures to take off from the ground. Doing so requires 10 rounds as the command center starts its thrusters to get enough lift to take off. Afterwards, it raises 10 squares off the ground, gains an accelerating rating of 10, and a maximum speed of 200. If it begins within 10 squares of the ground, it can begin landing again. This takes 5 rounds.

Special Ability (Stronghold): The command center is a massive fortress crewed by hundreds of workers. It cannot move, be moved, and does not have a pilot requirement. Crippling wounds to mobility are rerolled. The station has a standard action and 4 crew action every turn. If it lifts off, it gains a move and a minor as well. It can use a crew action for the emergency repair action.

Emergency Repairs: A crew action can be spent to repair 1d20+56 hit points to the ship but cannot heal the station above 50% life.

Special Ability (Defensive): The command center reduces crippling wound points suffered by 4.

Variant Command Center: Orbital Command

These are the traits gained by an orbital command variant command center.

Special Ability (Scanner Sweep): The orbital command can spend a crew action to perform a detector action with a Massive Burst 4 area.

Special Ability (Targeted Scan): The orbital command can mark a target with a targeted scan as a standard action. A targeted scan can only be used against massive or larger targets and the command can only have one target marked at a time. Any ship can gain a target lock against the scan target as a minor action. Ordinance attacks used against the target gain +20 penetration, and pilots gain +2 pilot checks to avoid the point defense of the target.

Special Ability (Call Orbital Troops): Orbital command can deploy orbital assets at a moment's notice. Assume an orbital command always has 5 swarms of marines and 30 MULE robots in reserve. By spending a crew action, their orbital assets launch enough drop pods to deliver 1 swarm of marines or 5 MULEs to the designated location. This location can be anywhere the commander has visual data that is within 100 miles.

Variant Command Center: Planetary Fortress

These are the traits gained by a planetary fortress variant command center. It is an Epic-2 threat.

Special Ability (Battle Fortress): A planetary fortress instead has 81 damage resistance and 3,460 maximum hit points. However, it cannot lift off.

-Twin Ibiks Cannon: The planetary fortress gains the following weapon profile as a primary weapon.

-Twin Ibiks Cannon 1d20+17 accuracy, 300 damage, 1 strike maximum, unlimited shots at strategic range; *Special Traits:* Penetration 20, Burst 50, Twin-linked, Heavy Shell, Delay, Overwhelming Firepower, Macro



Chapter 7: Ravagers of the Swarm

While heroes gain experience and gear to become more powerful, the Zerg Swarm creates advanced organism that challenge even the greatest of heroes. This section provides a selection of some of the most powerful variants of Zerg creatures that you might encounter, many worthy of fighting entire armies or fleets on their own.

Zerg Bestiary

These Zerg are worthy threats to StarCraft heroes of the highest levels. Many are designed for mass combat, while some are simply worthy threats in simple tactical combat. Note that many of the creatures here are so complex and massive that they were created via the open NPC creation method, rather than characteristic points.

Bile Launcher Description

The bile launcher is an organic orbital defense cannon for the Swarm. They are massive, bulbous turrets that spit giant, slow moving globules of acid into orbit. While these acid spores may be far too slow moving to hit transports and fighters, they are an effective counter to capital ships attacking a Zerg world, as the Dominion found out at the invasion of Char. More recent developments of the bile launcher revealed that they can be used to bombard ground forces from a distance as well, making them usable against massed infantry and stationary defenses.

Bile Launcher Tactics

The bile launcher is, for the most part, a dull-witted muscle appendage of a hive cluster that fires at whatever it is directed at. It can only fire once every other round, and its macro trait makes it very inaccurate against non-gigantic targets. Thus, it usually fires at gigantic-sized or larger targets. The bile launcher does have the ability to do surface bombardments by lobbing a spore over the ground in an arc so that it collides with the ground. It has a limited range upon doing so, as the attack has to be within either remote or strategic range and it only effects targets on the ground. Furthermore, the attack still has the macro trait, making it ineffective against smaller targets, so this is best used against platoons and strongholds.

If approached up close by a group of player characters, the bile launcher has no defenses besides any minion Zerg that might linger nearby. Thus, if destroyed in such a circumstance, it should not reward experience.

Bile Launcher

Level 25 Gargantuan-sized Zerg Creature (Non-heroic Specialist Strain), Formidable Threat

Hit Points: 990	Healing Threshold: NA	Damage Threshold: 70
Defense: 13	Toughness: 54	Resolve: 20
Speed: 0	Shift Speed: 0	Morale Bonus: NA
Space: 5 by 5 squares	Reach: 0 squares	Initiative: +6
Damage Resistance: 36	Psionic Resistance: 35	
Regeneration: 40	Biomass: 55	

-Bile Cannon 1d20+18 accuracy, 750 damage, 1 strike maximum, orbital range; *Special Traits:* Penetration 68, Acid Damage, Corrosion, Macro Weapon

-Bile Cannon w/ Surface Bombardment 1d20+18 accuracy, 375 damage, 1 strike maximum, between remote and strategic range; *Special Traits:* Penetration 34, Burst 10, Acid Damage, Corrosion, Macro Weapon

Skills: Defensive Training 8, Durability 13, Endurance 13, Mental Training 11, Perception 11, Ranged 14

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

Talents: Awesome Abilities (instinct, fortitude), Enhanced Regeneration V, Resilience II, Penetration IV, Weapon Mastery (ranged III), Zerg Skill Focus (corrosive)

Creature Abilities: Airborne Artillery, Recharge Bile Sacs*, Acid Blood, Rapid Healing, Blind, Zerg Structure, Surface Bombardment

Strength: 20 **Instinct:** 6 **Agility:** 1 **Fortitude:** 25
Intelligence: 1 **Willpower:** 10
Gear: Tier 3 Bile Cannon, Tier 3 Zerg Reinforced Carapace

Special Ability (Airborne Artillery): The bile launcher can only target enemies with its bile cannon that are at least 10 squares off the ground or are at least colossal sized.

Special Ability (Recharge Bile Sacs): The bile launcher can only fire once every other round.

Special Ability (Surface Bombardment): Instead of attacking an aerial target, a controlled bile launcher can choose to do a surface barrage, where they hurl a bile cannon attack so that explodes on the ground a distance away. To do this attack, the bile cannon targets a location on the ground between remote and strategic range of their current location. The bile cannon loses half of its damage and half of its penetration, but gains Burst 10. This attack must target the surface of the ground.

Special Ability (Acid Blood): The bile launcher's blood is extremely acidic, and when it is injured its blood fills the air. Whenever the zerg is wounded, it deals 50 damage to a single adjacent target, the attacker if possible. The damage has the Acid Damage and Penetration 5 weapon trait.

Special Ability (Blind): The bile launcher is utterly blind and cannot see. It automatically fails all visual perception tests. However, it is able to detect electrical signatures, such as vehicles, within 1,000 squares. Also, if their ruling command strain is nearby, they can telepathic link their sight to the virophage, allowing the virophage to see through the eyes of others

Special Ability (Zerg Structure): The bile launcher is a zerg structure and is rooted deep into the ground and is therefore immobile. It cannot be pushed, moved, grabbed, or knocked prone. As a zerg structure, it is not created from larvae or an egg.



Brutalisk Description

The brutalisk is a rare and powerful member of the swarm. These hulking, terrifying monstrosities are used to break the ranks of terran armies on assaults on the Dominion core worlds. A brutalisk is a powerful combatant that can absorb an unnatural amount of pain while cleaving through endless numbers of forces. They are apex warriors of the Swarm, and many terran scientist has relished the chance to study one.

These creatures do not simply possess great physical strength, but an indomitable will that makes them difficult to control. It is not uncommon for a brutalisk to be deployed into battle when needed, and then have the command connection broken to focus on other minions. When left alone, the brutalisks often wander off and lair nearby until needed once again. The creatures seem noticeably slower and less driven without access to the telepathic link, suggesting to some scientists that without a guiding purpose the creatures might be somewhat plodding and unmotivated.

Brutalisk Tactics

The brutalisk is a terrifying foe, that excels in mass combat like few others. The specialization and focus of a brutalisk is the dispatching of mass combat platoons. With their Purposeful Movements ability, the brutalisk can move quickly while being commanded, so they can quickly engage groups of slow-moving infantry. Their Instantly Regenerating Carapace allows them to reduce all hailfire against them by half, which greatly weakens the effectiveness of platoons and squadrons against them, as both rely on hailfire for their damage output. This says nothing of their incredible damage resistance and regeneration, making them all but immune to gun fire. Once a brutalisk reaches a platoon, it can gain +8 hailfire between its cleaving and bane of legions traits., and then gets to attack twice. This will cause platoons to quickly fracture, or at least break under morale loss.

Brutalisks are nearly unstoppable to massed infantry, so raw numbers will not defeat one. However, they do have counters. The only defense a brutalisk has against airborne foes, beyond its reach, is its ferocious spew. While it can fire this spew as a minor action, it is a macro weapon and is thus ineffective against smaller targets. Beyond this, its best counter is groups of skilled heroes within fast moving vehicles, preferably with squadrons. The brutalisk is not a foe beaten with raw numbers; but the strategic application of force by expert individuals.

Brutalisk

Level 32 Massive-sized Heroic Specialist-strain Zerg Creature, Epic-2 Threat

Hit Points: 5,800	Healing Threshold: NA	Damage Threshold: 173
Defense: 20	Toughness: 141	Resolve: 59
Speed: 36	Shift Speed: 2	Morale Bonus: NA
Space: 50 by 50 (1 mass)	Reach: 50 squares	Initiative: +8
Damage Resistance: 92	Psionic Resistance: Immune (See Difficult Mind)	
Regeneration: 40	Biomass: 131	

-Barbed Tendrils w/ Power Strike II and Cleaving 1d20+71 accuracy with advantage, 161 damage, +5 strikes maximum; *Special Traits:* Penetration 37, Rending 15, Cleaving 5

-Ram 1d20+85 accuracy, 145 damage, 1 strike maximum; *Special Traits:* Penetration 34, Rending 15, Area Bash

-Ferocious Spew 1d20+15 accuracy, 400 damage, 1 strike maximum, unlimited shots at strategic range; *Special Traits:* Penetration 50, Burst 5, Acid Damage, Macro, Ferocious Spew*

Skills: Acrobatics 10, Athletics 15, Defensive Training 13, Durability 17, Endurance 15, Melee 18, Mental Training 17, Perception 15, Ranged 15, Stealth 5, Survival 15

Skill Focuses: Athletics +2, Durability +4, Endurance +2, Melee +5, Mental Training +4, Perception +2, Ranged +2, Survival +2

Talents: Apex Survivalist, Brutality III, Bulwark, Cleave II, Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged II, melee II), Enhanced Regeneration V, Hardened Survivalist, Mighty Blow V, Natural Health III, Penetration V, Power Strike II, Resilience II, Resistant V, Resolute II, Swift Strikes II, Unstoppable Movement, Weapon Mastery (melee III, ranged III), Wrestling Combatant, Zerg Skill Focus (brutality)

Creature Abilities: Ferocious Spew*, Instantly Regenerating Carapace*, Bane of Legions*, Difficult to Command*, Difficult Mind*, Purposeful Movements*, Sensory Glands, Trample, Deep Tunnel*

Strength: 50 **Instinct:** 8 **Agility:** 8 **Fortitude:** 70

Intelligence: 1 **Willpower:** 11

Gear: Tier 4 Massive-sized Barbed Tendrils with Extra Limbs and Brutal Edge, Tier 4 Massive-sized Ram, Tier 4 Juggernaut Carapace

Special Ability (Ferocious Spew): By spending a minor action, the brutalisk can make a ferocious spew ranged attack, using the profile listed in the attacks section.

Special Ability (Instantly Regenerating Carapace): The brutalisk's carapace quickly regrows and instantly replaces damage sections, allowing it to absorb massive fire. Reduce the hailfire of all attacks against a brutalisk by half.

Special Ability (Bane of Legions): The brutalisk is especially gifted at fighting large numbers of enemies. When fighting a platoon, the brutalisk gains Hailfire (+3) with its attacks and can spend a full-round action to make two barbed tendril attacks against a platoon. In addition, if you are using the optional morale rules in mass combat, platoons within 1 square of a brutalisk suffer disadvantage on morale checks.

Special Ability (Trample): The brutalisk is able to push through and stomp upon smaller targets. The creature can move as normal through creatures that gargantuan-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 brutalisk's way. At the end of the creature's move, all smaller creatures that it trampled over take 250 damage. Creatures that shifted completely out of the creature's way take no damage. The brutalisk can also move through the squares of allies, without dealing them damage.

Special Ability (Difficult to Command): The brutalisk is a massive, powerful creature that takes extreme mental effort to control and command. A brutalisk counts as 100 creatures towards a command limit. Multiple commanders can work together to control a brutalisk, adding their command limit together to split the load. Any creature commanding a brutalisk suffers disadvantage on all other attacks and checks while trying to control a brutalisk. However, while a brutalisk is commanded, it gains the Purposeful Movements ability.

Special Ability (Purposeful Movements): While the brutalisk is being controlled by a Zerg leader, its movements gain more purpose. On character scale, it gains +20 movement speed. On mass combat scale, it can move a single square as a move action, or two squares as a full-round action.

Special Ability (Difficult Mind): The brutalisk is a difficult mind to manipulate. It is immune to telepathy psionic powers, psionic damage, and gains +20 to its resolve.

Special Ability (Deep Tunnel): While the brutalisk is burrowed, it can dig through the ground at a speed of 50 squares as a full-round action. It can move 1 square as a full-round action in mass combat. When it emerges from the ground, it does so in a massive explosion of earth and stone. Everyone within 40 squares of an emerging brutalisk is subjected to a +20 attack, that does 120 damage on a hit, or half damage on a miss.

Special Ability (Sensory Glands): The brutalisk automatically detects all sneaking and cloaked enemies within 150 squares (1 square mass combat scale).

Special Ability (Zerg Traits): Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower.



Cerebrate Description

When the Zerg first rose under the Overmind, the cerebrates were created to help the Overmind control the Swarm. These ancient psionic entities ruled over untold millions of Zerg as they advanced across the stars towards the Koprulu Sector. When they reached terran and protoss space, the cerebrates organized the invasion. Attempts to slay them were faltered by their own immortal, void energies bringing them back to life at the will of the Overmind. However, these same void energies were proven to be capable of killing them.

In time, the cerebrates began to fall, as did the Overmind in time. The cerebrates, under the command of Daggoth, greatest of their kind, attempted to create a second Overmind. This plot was foiled by the Queen of Blades, who sought control of the Swarm for herself. In time, she brought about the end of all cerebrates. Afterwards, she replaced them with her own mastermind strain, the broodmother.

Physically, the cerebrates were colossal slug-like creatures that possessed limited mobility and physical prowess. That made many assume they were easy to slay. However, cerebrates are brilliant creatures with massive psionic abilities. They have numerous defenses that can thwart attackers while constantly regrowing new elite minions to defend them.

By the Second Great War, cerebrates are effectively extinct. Therefore, the best way to use them is in campaigns that take place during the First Great War and the Brood War. However, you might create a special circumstance where a cerebrate is still alive in the later years or has somehow come back to life if that fits your campaign.

Cerebrate Tactics

Cerebrates are slow with little direct offense. However, they are exceedingly difficult to kill and are always well guarded. Even if their immediate minions are slain, cerebrates actively spawn new elite zerglings and hydralisk, use the summoning power to summon guardians, and have a personal pet Torrasque ultralisk that fights on their behalf. While these elite minions are notable threats even to the greatest heroes, the battle is made more complicated by the overwhelming effects that the cerebrate produces around itself that makes the battle more difficult:

- The anathema to life power deals acid damage to every nearby enemy every round while making everything difficult terrain
- The cerebrate always has the *Psionic Droning* power active, that gives all enemies disadvantage on checks.
- The cerebrate is exceptionally gifted with evolution powers and regains biomass quickly. It constantly uses *Mend* and *Wild Mutation* to bolster its minions, while using *Acid Fumes* to create hostile areas to wear foes down.

While weakening their enemies with these conditions and overwhelming minions, the cerebrate also relies on its evolution and psionic powers to do damage. Their favorite ability is *Mind Ripple*, which they can use without harming their minions thanks to the Zerg Royalty ability. They use *Mind Blast* when they need more range or *Move Object* when they have some massive heavy object to throw. In the meantime, *Corrosive Bolt*, *Spawn Broodling*, and *Viral Wave* are used as needed when they are low on energy.

Cerebrates cannot be killed permanently except by void energies. They are overconfident because of this, and will usually fight to the death, expecting to be reincarnated.

Cerebrate Favored Psionic Powers: Psi Level 14, 192 energy, recovers 5 energy fatigue per turn

-
- Compel Action;** Manifested as a standard action; 8 energy fatigue; power allows 8 commanded minions at remote range to instantly take a standard action out of turn sequence
 - Mind Blast;** Manifested as a standard action; 6 energy fatigue; +40 attack versus resolve at medium range, target takes 96 psionic damage; Rending 7, Burst 4.
 - Mind Ripple;** Manifested as a full-round action; 12 energy fatigue; +40 attack versus resolve in a Burst 28 centered on the caster, targets takes 96 psionic damage; Rending 7, targets that take a crippling wound are Slowed for a number of rounds equal to wound points taken
 - Move Object;** Manifested as a standard action; 2 energy fatigue +1 per round sustained; caster can grab 6 objects up to massive size or smaller within remote range and move them 14 squares per round, objects can instead be hurled up to 42 squares dealing damage as the type of object they are, +35 accuracy with thrown objects
 - Psionic Droning;** Always active; all non-zerg in a Burst 140 area centered on the overlord have disadvantage on all d20 checks and attack rolls, can be resisted by thought blocking
 - Summoning;** Manifested as a minor action; 10 energy fatigue; summons two guardians to aid the caster two rounds from then
-

Cerebrate Favored Evolution Powers: Biomass 90, regains 10 biomass per turn

- Acid Fumes;** 18 biomass; as standard action; effects a Burst (8) area at long range, all within the area suffer from the Melting, Tormented and Staggered conditions; leaving the area persists the Melting and Tormented conditions until character or an ally make a DC 25 athletics check to remove the acid; area lasts 10 rounds
- Corrosive Bolt;** 4 biomass; power useable as a standard action; +51 attack at long range, 100 damage; Penetration 5, Burst 2, Acid Damage, Corrosion
- Mend;** 10 biomass; as free action, allows cerebrate to regain 120 hit points and increases regeneration by 20 for 5 rounds. Allied zerg within short range heal 60 hit points and increase regeneration by 10.
- Spawn Broodling;** 9 biomass; biological target within long range; +51 attack versus defense and toughness, 80 damage, Rending 5, five broodlings appear adjacent to target and act after the caster.
- Viral Wave;** 6 biomass; as full-round action; +51 attack in Cone 15, deals 80 damage on hit and target takes a -8 penalty to defense, toughness, and endurance for 1 minute (10 rounds), on a miss deals half damage and no additional effects
- Wild Mutation;** 5 biomass as a standard action; allied zerg within a Burst 6 at medium range; zerg gain mighty boost (8), and 60 protection, lasts 5 rounds

Cerebrate Favored Command Tactics: Command +34

- Fervor;** commanded minions gain +6 accuracy and can perform aim actions
- Rejuvenation;** commanded minions gain +14 regeneration per round
- Replenishment;** commanded minions regain 6 biomass every turn
- Undying;** commanded minions gain 18 replenishing protection points

Cerebrate

Level 32 Colossal-sized Zerg Creature (Heroic Mastermind Strain/ Psionic Entity/ Bruiser/ Oppressor), Formidable Threat

Skill Purchases: 24

Talent Purchases: 22

Ability Score Purchases: 43

Hit Points: 4,262

Healing Threshold: NA

Damage Threshold: 125

Defense: 16

Toughness: 88

Resolve: 42

Speed: 2

Shift Speed: NA

Morale Bonus: NA

Space: 20 by 20

Reach: 10 square

Initiative: +12

Damage Resistance: 71

Psionic Resistance: 83

Energy: 192

Regeneration: 18

Biomass: 90

-**Ram** 1d20+47 accuracy, 96 damage, 1 strike maximum; *Special Traits:* Penetration 20, Area Bash

Skills: Athletics 14, Command 13, Computers 10, Defensive Training 13, Durability 15, Endurance 13, Influence 12, Lore 13, Medicine 12, Melee 12, Mental Training 16, Perception 12, Psionics 15, Ranged 13, Science 12, Stealth 10, Survival 12, Tactics 12

Skill Focuses: Athletics +2, Durability +2, Endurance +2, Psionics +2, Mental Training +3

Talents: Apex Survivalist, Awesome Abilities (fortitude, willpower II), Bulwark, Emotionless, Endless Energy V, Enhanced Regeneration III, Hardened Survivalist, Intimidating Presence II, Natural Health III, Psionic Powers x3, Resilience II, Strained Command, Survival Instincts, Zerg Skill Focus (will)

Psionic Powers: *Reading, Messaging, Compel Action, Psionic Droning, Dominate Minion, Summoning, Stop Organ, Feedback, Mind Blast, Mind Ripple, Manipulate, Move Object, Blink, Wormhole*

Evolution Powers: All

Command Tactics: All

Creature Abilities: Alien Mind, Anathema to Life, Antagonistic Presence, Children of the Swarm, Divine Form (damage resistance, regeneration, damage threshold), Evolutionary Perfection, Immortal, Incredibly Slow, Omnipresent Psionic Drone, Psionic Power Source Mastery (void), Torrasque Guardian, Zerg Royalty

Strength: 23 **Instinct:** 8 **Agility:** 1 **Fortitude:** 34

Intelligence: 10 **Willpower:** 16

Gear: Tier 4 Colossal-sized Ram, Tier 4 Zerg Juggernaut Carapace

Special Ability (Anathema to Life): When threatened in combat, the cerebrate exudes a great deal of virulent acid, damaging everything nearby. At the start of the cerebrate's turn, every non-Zerg within its reach suffer 60 acid damage (penetration 30). All squares within a cerebrate's reach count as difficult terrain for non-Zerg.

Special Ability (Children of the Swarm): In an encounter, a cerebrate constantly spawns new elite Zerg to defend it. At the start of each of its turns, the cerebrate spawns either three devouring one zerglings or one hunter killer hydralisks. Spawned creatures must appear in a square within the cerebrate's reach. They count as part of the cerebrate for rewarding experience. These minions die 5 minutes after they are created.

Special Ability (Evolutionary Perfection): The cerebrate has access to all evolution disciplines at paragon level. It also regains 10 biomass per turn and gains +15 accuracy with all evolution powers.

Special Ability (Omnipresent Psionic Drone): The cerebrate constantly lets out a psionic drone that weakens the minds of nearby enemies, overwhelming them with its psionic power. This ability is identical to the *Psionic Drone* psychic power, except it is always active and the cerebrate does not need to spend actions or energy to maintain it.

Special Ability (Torrasque Guardian): Cerebrates are generally guarded by a Torrasque Ultralisk (Supplement 4, Monsters of Koprulu). If they are threatened, the torrasque is generally nearby to defend. If the torrasque is killed while the cerebrate is still alive, it automatically comes back to life with full hit points and no crippling wounds two rounds after it is killed. The torrasque rewards experience separately from the cerebrate, but only gives its experience once, no matter how many times it is killed.

Special Ability (Immortal): As long as there is a living Overmind, the cerebrate cannot be killed. If it is slain via crippling wounds, reduced to 0 hit points, or even completely annihilated, it will respawn after 10 days. To permanently kill a cerebrate, it must have been slain by a psionic attack with the Void or Corruption psionic power sources, slain by a psionic power by a creature that uses one of those psionic power sources, or have its remains annihilated by such a psionic power after being destroyed. In addition, the psionic weapons with the Corruption or Void origins gain +50 penetration against cerebrates.

Special Ability (Incredibly Slow): The cerebrate is a hulking, slow-moving slug. It has a movement speed of 2, and cannot shift, evade, charge, sprint, or bob and weave.

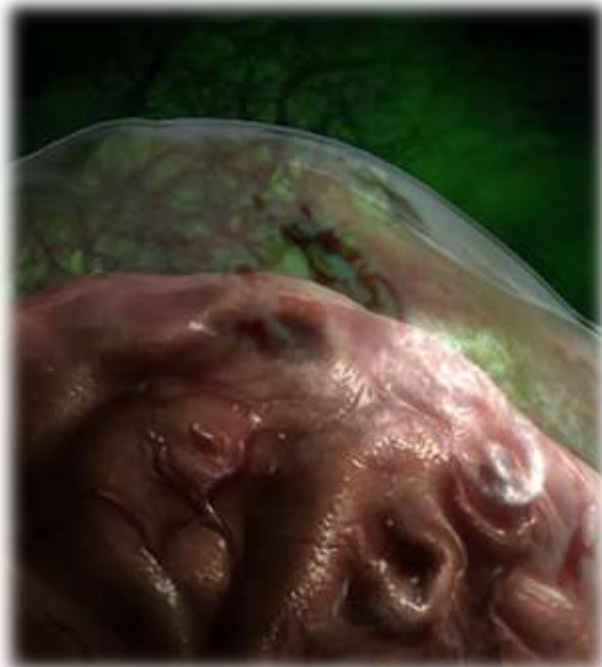
Special Ability (Psychic Entity): The cerebrate has a Psi Level of 12 and can draw powers from the Telepathy, Telekinesis, Augmentation, and Temporal psionic disciplines. The creature also possesses Psionic Detection, Natural Mind Reading, and an Instinctive Telepathic Link with Zerg. It has access to the Void psionic power source. They have an energy score they use to manifest their power from, instead of using energy fatigue. Any enemy that uses a telepathic power on them, or are subjected to the cerebrate's telepathic powers, loses 1 morale.

Special Ability (Zerg Royalty): The cerebrate is a mastermind strain and can use the command skill to issue orders to minion and command strain Zerg. They can control 10 times as many Zerg as normal. They have a command limit of 1,920. They have access to all command tactics. In addition, when using an area of effect psionic or evolution power, they can choose to automatically exclude squares that have an allied Zerg within them.

Special Ability (Perfect Senses): Cerebrates ignore all concealment from darkness. They gain advantage on all perception checks.

Special Ability (Breathless and Eternal): Cerebrates do not require oxygen and can survive in the cold vacuum of space or underwater. In addition, they do not need to eat or drink and do not age.

Special Ability (Zerg Traits): Zerg have a regeneration value based on their size. They have a biomass score equal to their fortitude + strength + willpower.



Unclean One Defiler Description

The Zerg defiler is already one of the most toxic, virulent creatures ever known to exist. The unclean one is a defiler with its power tenfold more dangerous. This creature is a literal manifestation of death and decay. Simply being near one induces rot, decay, and ruin. Its vile presence kills plants and animals, fills sentients with nausea and sickness, and causes buildings to corrode.

The unclean one is one of the rarest forms of Zerg, without a doubt. Creating a creature as deadly as the unclean requires careful design of essences, and their mere creation is taxing on a hive cluster. Even then, many larva die when trying to morph into an unclean one. This makes them unpractical to make. However, when one is successfully born, they are prized and carefully controlled for the gruesome effect that they have on the enemy.

Defiler Tactics

Unclean ones do not function differently than other defilers; they are just more virulently. They inflict enemies with *Plague* to weaken them, use *Dark Swarm* to conceal allies and confuse enemies, and actively deal *Creeping Infection* to nearby foes to drain them of strength. Naturally, the defiler is much more powerful at all of these methods and have uncomfortably high DCs on their endurance checks. Even high-level characters might want to invest in antitoxins to protect themselves from unclean ones deadly toxins.

However, while they are mostly similar, unclean ones have a variety of abilities that make them far more dangerous than other defilers. When threatened by a fierce enemy, they begin an encounter by summoning deadly plague wasp swarms to harass their enemies. If these swarms are dealt with, they will continue to grow while dealing massive amounts of *Plague* to their foes. This forces enemies to pull their attention away from the defiler.

The defiler has a variety of abilities that actively drain nearby foes. The closer a character is to the unclean one, the more debilitating effects will stack upon them. At long range, they will take ongoing, irresistible poison damage from Rot and Crumble. Within medium range, they will also be hit of Aura of Contamination, constantly suffering strength damage from *Creeping Infection*. Finally, any character within short range will take stacking Health Drain (2) condition from Drain Stamina. This will transition to automatic large hits of poison damage if the character remains within short range if they are up to 10 stacks of Health Drain. Melee characters will need to back away from the Unclean One to avoid being quickly killed by this power if they spend too many rounds in melee.

Defiler Favored Evolution Powers: Biomass 40, regains 5 biomass per turn

-Bio-Plasma Stasis; 24 biomass; power useable as a standard action; +23 attack against toughness at remote range, Burst 30 area, all struck targets are immobilized and stunned, and can only perform psionic actions, vehicles suffer a collision, power lasts 4 rounds

-Creeping Infection; 3 biomass; power useable as a standard action; +23 attack versus toughness at short range, Burst 4 area, all struck by the power must make a DC 42 Endurance test every round or gains 2 health drain. Power ends once player succeeds 3 subsequent tests. Effected targets are contagious and can spread the disease to adjacent allies, in which the targets suffer an attack versus toughness as normal.

-Dark Swarm; 5 biomass; standard action; at long range, creates a dense cloud of zerg organisms that block line of sight for non allied zerg in a Burst 18 area, total concealment for non-zerg attacking into the swarm, total concealment concealment for those in the swarm attacking, all within the swarm gain +5 damage resistance against burst attacks, zerg within swarm gain +2 defense and cannot be flanked

-Devouring Swarm; 10 biomass; full-round action; create a swarm of flying zerg micro-organisms within medium range; swarm has 200 hit points and takes a Burst area of 1 per 25 hit points (starts at Burst 8), attacks against swarm automatically hit but takes no damage from weapons without the following traits: burst, cone, line, energy damage, acid damage; takes half damage from attacks with one of those traits or full damage from attacks with two traits. Swarm moves on defiler's turn at speed of 6, anything within its area takes 15 damage per 25 hit points it has, if swarm kills anything, the swarm gains 50 hit points.

-Mass Siphon; 2 biomass; targets up to 10 enemies, each enemy must be within 3 squares of another enemy, long range, each round power is sustained targets takes 30 damage and defiler recovers 3 biomass for each target, damage resistance does not protect against damage, sustained as full-round action, power ends if target moves outside line of sight or outside long range

-Plague; 12 biomass; power useable as a standard action; +23 attack at long range, Burst 10 area, struck targets take 30 damage per round with the Penetration 10 and Rending 10, deals Tormented Condition, lasts 20 rounds or until removed with DC 35 endurance check as full-round action (anti-toxins required)

Defiler, Unclean One

Level 30 Huge-sized Zerg Creature (Heroic Prowler/ Specialist Strain), Extreme Threat

Skill Purchases: 37

Talent Purchases: 21

Ability Score Purchases: 33

Hit Points: 1,004

Healing Threshold: NA

Damage Threshold: 70

Defense: 32

Toughness: 61

Resolve: 32

Speed: 13

Shift Speed: 2

Morale Bonus: NA

Space: 3 by 3 squares

Reach: 2 squares

Initiative: +6

Damage Resistance: 55

Psionic Resistance: 40

Regeneration: 19

Biomass: 40

-Ripping Fangs 1d20+26 accuracy, 62 damage, +2 strikes maximum; *Special Traits:* Penetration 32, Rending 4, Venom Coating (DC 43 or 60 poison damage), Heal 15 hit points if targeting biological

Skills: Acrobatics 12, Athletics 12, Defensive Training 12, Durability 14, Endurance 12, Melee 14, Mental Training 12, Perception 12, Psionics 10, Ranged 12, Stealth 14, Survival 12

Skill Focuses: Melee +2, Durability +2, Stealth +2

Talents: Apex Survivalist, Awesome Abilities (agility), Defensive Fighting III, Evolution Power x3, Hardened Survivalist, Psi Level 4, Psionic Power, Resilience II, Resistant V, Weapon Mastery (melee III), Zerg Skill Focus (stamina)

Psionic Powers: *Enhanced Fangs, Surge of Activity, Acute Senses*

Evolution Powers: *Frenzy, Devour, Wild Mutation, Creeping Infection, Dark Swarm, Miasma, Plague, Brain Eater, Devouring Swarm, Siphon Life, Bio-Plasma Discharge, Bio-Plasma Stasis*

Creature Abilities: Unlocked Evolution Disciplines x4 (Paragon Pestilence, Paragon Biomancy), Vampire Leeching, Fast Step, Growth Hormones III, Rapid Healing, Aura of Contamination*, Cloud of Plague Wasps*, Mass Siphon*, Rot and Crumble*, Drain Stamina*, Superior Organism*

Strength: 11

Instinct: 6

Agility: 8

Fortitude: 12

Intelligence: 4

Willpower: 10

Gear: Tier 3 Huge-sized Ripping Fangs with Venom Coating, Tier 3 Reinforced Carapace

Special Ability (Aura of Contamination): Any enemy creature that starts its turn within medium range of a defiler is affected by the *Creeping Infection* power, as manifested by the defiler. This does not cost the Defiler biomass or require an action for them and is recast each round at each target starting its turn within medium range of the Defiler.

Special Ability (Rejuvenating Rot): Every point of strength damage dealt to enemies within medium range of the defiler grant the defiler +2 biomass and instantly restore 25 hit points. The strength damage must be caused by one of the defiler's evolution powers or the Aura of Contamination. In addition, the defiler regains 10 hit points every time a target within medium range takes damage from the *Plague* evolution power or 10 hit points for every point of Health Drain they deal from Drain Stamina or any other ability.

Special Ability (Mass Siphon): When the defiler uses the *Siphon Life* biomancy power, that can affect up to 10 targets at once. Each target must be within 3 squares of another target. Each target takes the automatic damage, and the defiler regains biomass for each struck target. All struck targets are also Slowed and Tormented for one round.

Special Ability (Rot and Crumble): All non-Zerg living creatures within long range and line of sight of the defiler suffer 10 poison damage per round, without allowing an endurance check. Biological swarms instead suffer 50 piercing damage per round. All structures, vehicles, and non-Zerg terrain pieces suffers 2 piercing damage per round, causing them to eventually degrade and crumble.

Special Ability (Drain Stamina): Merely being near the defiler is toxic, causing great illness to anyone within its presence. Every living, intelligent enemy that ends their turn within 6 squares of the defiler suffers the Health Drain (2) condition. This stacks with multiple rounds spent within their proximity. Every round that such an enemy spends outside the proximity of the infestor, they lose 2 stacks of Health Drain from this source. If an enemy ever gains 10 stacks of health drain from this power, they suffer 60 poison damage at the start of every turn until they go below 10 health drain.

Special Ability (Cloud of Plague Wasps): Once per day, the defiler can spend a move action to summon two clouds of plague wasps. When they do so, the plague wasps appear instantly and act at the end of the defiler's turn. These clouds of plague wasps are each identical to the *Devouring Swarm* pestilence power manifested at paragon level. However, if the plague wasps do damage to a target, they also inflict the target with an effect that is identical to the *Plague* pestilence power at paragon level. In addition, the first time in a day that a defiler is reduced below half maximum hit points, they summon two more clouds of plague wasps. This is in addition to the once per day call.

Special Ability (Lord of Defilers): The defiler gains a number of passive benefits that show of its effectiveness as the pinnacle of its kind.

-When the defiler deals damage to a biological target with its bite, it heals 15 hit points

-The defiler regains 5 biomass every turn

-Once per turn, the defiler can shift as a minor action

-Once per round, the defiler can manifest a pestilence power as a free action. It costs 1 additional biomass

-The defiler is a Superior Organism that gains the following passive benefits: +20 toughness, +20 damage threshold, +20 damage resistance, +20 resolve, and +20 penetration with all attacks. It cannot be affected by the following psionic powers: *Compulsion*, *Command*, or *Dominate*. All their abilities that require an Endurance check gain +5 DC.

Special Ability (Evolution Powers): The defiler is capable of using Zerg evolution powers and has access to Master Pestilence and Master Biomancy powers.

Special Ability (Zerg Psychic): The defiler has a base Psi Level of 3, and can draw powers from the Augmentation discipline. The creature also possesses Psionic Detection and an Instinctive Telepathic Link with Zerg.

Special Ability (Zerg Traits): Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower.



Infested Battlecruiser Description

The Zerg do not have a large number of large space craft. Therefore, they will repurpose those of the terrans whenever they can. Whenever possible, the Zerg will seek to infested and mutate a battlecruiser into a powerful instrument of the swarm. In addition to gaining a powerful war machine, they also infest all the vehicles and passengers of the battlecruisers to use them as soldiers in their war.

Infested battlecruisers are colonial organisms made of millions of different Zerg growth, muscles, and organs working together to control the gigantic ship as a single Zerg minion. While the battlecruiser survives the mutation with some of its armor and weapons, it replaces others with lashing tentacles, spore cannons, and acid sprays. Along with the numerous growths along its hull, it is not hard to recognize these ships as fully lost to the swarm.

Infested Battlecruiser Tactics

Infested battlecruiser's primary offense is their bombardment lasers and bile cannon. Neither weapon is particularly effective against smaller targets, causing them to be focused on large enemies. Once it moves into closer range, it lashes out with massive tentacles, which are much more effective against smaller ships. It can also protect itself from smaller ships with two point defense weapons: the terran autocannon and a network of smaller tentacles lashing at nearby targets across the hull.

The infested battlecruiser does not possess a yamato cannon, but it has replaced those venerable weapons with a powerful vicious spew that can spit a cone of acid over a titanic area. This attack is effective against both massive and smaller ships, allowing it to be an effective counter at hitting an entire fleet.

The infested battlecruiser can also be used to spearhead an infested invasion on an unsuspecting world. The Infested Orbital Drop allows them to release organic drop pods down to the world, dealing widespread damage while also quickly filling a mass combat with huge numbers of infested marines. As needed, they can also release infested vehicles from their hangers, to either defend them in space or strike at the world below.

Infested Battlecruiser

Level 30 Behemoth-sized Infested Capital Ship (Heroic Zerg), Epic-3 Threat

Hit Points: 13,090	Healing Threshold: NA	Damage Threshold: 288
Defense: 1	Toughness: 282	Resolve: NA
Acceleration Rating: 50	Max Speed: 200	Morale Bonus: NA
Space: 4 by 4 starship	Reach: 2 starship	Initiative: +13
Damage Resistance: 95	Psionic Resistance: NA	Regeneration: 50
Crew Actions: 6	Biomass: 130	

-**Vicious Spew** 1d20+60 accuracy, 300 damage, 1 strike maximum, unlimited shots at special range; *Special Traits:* Penetration 50, Massive Cone (6), Acid Damage, Grand Ordinance, Poison (DC 38 or 60 poison damage), Weakened Hull (see below)

-**Bile Cannon** 1d20+19 accuracy, 750 damage, 1 strike maximum, unlimited shots at orbital range; *Special Traits:* Penetration 64, Corrosion, Acid Damage, Macro Weapon

-**Bombardment Laser Battery x2** 1d20+22 accuracy, 225 damage, 1 strike maximum, unlimited shots at orbital range; *Special Traits:* Penetration 10, Energy Damage, Macro, Battery

-**Massive Tentacle** 1d20+62 accuracy, 250 damage, +1 strike maximum; *Special Traits:* Penetration 40, Rending 6, Cleaving 30, Colossal Striking Power

-**Tentacle Network** DC 32 Pilot Check, 65 damage, point defense weapons; *Special Traits:* Penetration 10, Rending 5, Hailfire 2, Point Defense

-**Defensive Autocannons** DC 35 Pilot Check, 46 damage, point defense weapons; *Special Traits:* Penetration 20, Hailfire 4, Point Defense

Skills: Defensive Training 12, Durability 14, Endurance 12, Melee 12, Mental Training 12, Perception 12, Pilot 12, Ranged 15, Survival 12, Tactics 12

Talents: Brutality III, Bulwark, Cleave II, Close Combat Shot, Devastating Cripple (ranged II, melee II), Hardened Survivalist, Resilience II, Resistant V, Weapon Mastery (melee III, ranged III), Zerg Skill Focus (corrosion)

Skill Focuses: Durability +2, Ranged +3

Evolution Powers: *Spawn Infested, Infest, Create Aberration, Virophage*

Creature Abilities: Primary Weapon, Infestation Focused, Infested Orbital Drop, Soul Animated Vessel, Breakdown, Growth Hormones III

Strength: 60 **Instinct:** 4 **Agility:** 4 **Fortitude:** 60

Intelligence: 2 **Willpower:** 10

Gear: Tier 3 Bile Cannon, Tier 3 Bombardment Laser Battery x2, Tier 3 Massive Tendril x2, Tier 3 Defensive Autocannons, Tier 3 Tentacle Network, Tier 3 Impenetrable Hull

Forces: 10 swarms of infested marines, 6 infestors, 4 infested siege tanks, 6 infested banshees

Special Ability (Primary Weapons): As a standard action, the infested battlecruiser can fire its bile cannon and two bombardment laser batteries. They can be targeted at the same or different targets and have no accuracy penalty for firing multiple weapons with the same action. The bile cannon can only be fired in the ship's frontal arc, while the laser batteries can be fired at any target.

Special Ability (Vicious Spew): The infested battlecruiser can make a special vicious spew attack by spending a standard action, 4 crew actions, and 40 biomass. This attack is a Massive Cone (6), meaning it is a Cone (6) at starship scale. It uses the profile in the weapon entries to attack. Any living creatures hit by the weapon must make a DC 38 endurance check or suffer 60 poison damage. Any vehicles or capital ships whose defense is hit permanently suffer -3 damage resistance until they are healed to full hit points. This penalty to damage resistance stacks up to -30.

Special Ability (Crew Actions): The infested battlecruiser has 6 crew actions per turn. The following can be used as a crew action.

-**Tentacle Strike:** Can spend a crew action to attack a target within reach with a massive tendril. They can spend up to 2 crew actions on tentacle strike.

-**Point Defense:** One crew action can be spent to activate either of the ship's point defense weapons: the tentacle network or the defensive autocannons. Two crew actions can be used to activate both.

-**Regeneration:** A crew action can be spent to heal 100 hit points to the infested battlecruiser. This can be done multiple times per round.

-**Forward Speed:** A crew action can be spent to increase the speed of the infested battlecruiser by 1 starship scale speed.

-**Boarding:** One crew action can be spent after making a tentacle strike attack at another capital ship. This second crew action allows 1 military unit to board the enemy ship, accessing the target vehicle through hollow capsules in the tentacle. Most infested battlecruisers have 10 military units onboard.

-**Deploy Craft:** One crew action will allow one airborne zerg or flying infested vehicle to depart from its hanger bay.

-**Sensory Glands:** Detector action against every enemy within 2 starship squares of the battlecruiser

Special Ability (Infestation Focused): Now that it is infested, the battlecruiser is a node for the Zerg hyper-virus. If the infested battlecruiser lands on a world, it will quickly spread the virus over 1 hour. Everyone within 1 mile of the landing point is effected by the *Mutagen* power every hour. In addition, the battlecruiser can use the *Spawn Infested*, *Infest*, *Create Aberration*, and *Virophage* powers while landed, able to use all powers within remote range.

Special Ability (Infested Orbital Drop): By spending a standard and 4 crew actions, the infested battlecruiser can bombard a planet with drop sacs filled with infested. In mass combat, this allows them to assault a Massive Burst (1) area. The battlecruiser makes a +20 attack against everyone within that area. Targets suffer 40 damage, penetration 10, or half that much damage on a missed attack. Afterwards, either create a swarm of infested marines in every square of the burst or place a single platoon of 5 infested marine swarms in one of those squares. The infested battlecruiser can only use this ability twice per day.

Special Ability (Soulless Animated Vessel): While the infested battlecruiser has been transformed into a living thing, it lacks a singular brain. It is instead an amalgamation of thousands of organisms working together to control the ship, those organisms being controlled by a higher Zerg organism. The infested battlecruiser can be controlled by any mastermind strain Zerg and must be controlled to function. It is immune to telepathic abilities and any attacks that target resolve. It is immune to psionic damage. When boarded, its crew cannot be targeted.

Special Ability (Breakdown): When the infested battlecruiser is reduced to 0 hit points, roll on the capital ship damage table to determine its fate. Apply a -2 to the result. If the infested battlecruiser's result was 1-10, it instantly uses the Infested Orbital Drop ability before it dies if it is within orbit of a planet. It cannot use the drop if it has already used its two drops for the day.

Enslaver Infestor Description

While the common infestors have the grim function of creating more infested soldiers for the Swarm. The enslaver, however, is an evolved version the infestor that uses psionics and parasites to take control of the minds of others and have them act as functional minions of the swarm. With mind-controlled minions instead of zombified slaves, they can have their minions perform complicated tasks and detailed works. Enslavers seek to create entire colonies of controlled terran and protoss adding their racial technologies to the Zerg invasion force.

Enslavers are quite dangerous and powerful compared to the average infestor. Anyone facing one will have to gather their wits as the enslavers will actively sap their willpower while pitting friends against each other with numerous ways to take control of minds.

Infestor Tactics

The enslaver can function as a more powerful infestor, using *Fungal Growth* and *Miasma* to control enemy ranks with seeking to infest them with *Viral Wave* and *Mutagen*. While the infestor frequently does fight this way, it usually starts fights by trying to overwhelm its enemies. It will initial stay still and use Slave Army to summon its host to defend it, while letting Expunged Chemicals protect it. Then, it will either the *Dominate* psionic power, *Neural Parasite* evolution power, or the seeker spore attack in conjunction with Brain Parasite. If successful, it will have taken control of one of the enemies, increasing its power while weakening their enemies, and force them to deal with a dominated friend.

The infestor will rely heavily on using controlling powers like *Fungal Growth* to weaken the enemies, while slowly trying to gain control against more of their enemies. In addition to dominating enemies with Brain Spores with their spore attacks, they also can inflict enemies that fail two endurance checks against *Miasma* or other powers. Enemies that engage the enslaver up close are extra challenged, as they will suffer automatic Skilled Drain (2) condition, which further reduce endurance checks against their numerous powers.

Infestor's Favored Psionic Powers: Psi Level 8, +24 psionic manifestation bonus

-Dominate; DC 26 manifestation as a standard action; 18 energy fatigue; +20 attack versus resolve against the target at medium range, struck targets have their thoughts and actions controlled by the caster and will serve their every command without question, opposing psionics can try to break the enslavement with an opposed psionics check, otherwise does not end until caster or target is reduced to 0 hit points, caster can have up to 12 dominated targets.

-Mind Blast; DC 20 manifestation as a standard action; 6 energy fatigue; +20 attack versus resolve at medium range, target takes 72 psionic damage, effected targets take -2 morale markers

Infestor's Favored Evolution Powers: Biomass 44, regains 5 biomass per turn

-Viral Wave; 6 biomass; as full-round action; +24/29 vs toughness attack in Cone 15, deals 80 damage on hit and target takes a -8 penalty to defense, toughness, and endurance for 1 minute (10 rounds), on a miss deals half damage and no additional effects

-Miasma; 7 biomass; as standard action; +29 attack versus toughness with all non-zerg within a Burst 12 centered on the infestor, struck targets are Stunned unless they succeed a DC 42 Endurance check, must succeed 3 consecutive endurance tests or take anti-toxins to end the effect

-Fungal Growth; 6 biomass; power useable as a standard action; +29 attack versus toughness at long range, Burst 8, struck targets are Crushed and Immobilized for 3 rounds (cannot move, shift, or evade, suffer -2 to attacks, checks, and defenses, and 60 damage every round with penetration 10); effect can be ended with a DC 30 Athletics or Acrobatics test as full-round action

-Mutagen; 3 biomass; power useable as a minor action; +29 attack versus toughness at medium range, Burst 2 area, struck targets must make a DC 37 Endurance check or begin to undergo the infestation process

-Neural Parasite; 8 biomass: power suable as a standard action; +20/25 vs toughness attack against defense and toughness at distant range; if surpassing defense, deals 75 damage (penetration 10) to the critical location; if it hits defense and toughness, the target is controlled by the infestor until moving out of range or tendrils is severed (60 hit points, 20 defense, 68 DR), can attack pilots of vehicles to control them if it has line of sight, must do damage to a vehicle to succeed

Infestor's Favored Command Tactics: Command +24

-Adrenaline; commanded minions deal +5 damage

-Focused; commanded minions gain +5 to skill checks

-Terrifying; commanded minions give all enemies that can see it -8 to morale bonus and willpower checks

Infestor, Enslaver

Level 30 Huge-sized Zerg Creature (Heroic Oppressor/ Command Strain), Extreme Threat

Skill Purchases: 20

Talent Purchases: 38

Ability Score Purchases: 33

Hit Points: 1,204

Healing Threshold: NA

Damage Threshold: 76

Defense: 26

Toughness: 58

Resolve: 56

Speed: 8

Shift Speed: 2

Morale Bonus: NA

Space: 4 by 4 squares

Reach: 1 square

Initiative: +6

Damage Resistance: 68

Psionic Resistance: 58

Regeneration: 23

Biomass: 44

-Tentacles 1d20+23 accuracy, 48 damage, 1 strike maximum; *Special Traits:* Penetration 20, Special Combat Attack, Venom Coating (DC 43 or 60 poison damage)

-Seeker Spore 1d20+26 accuracy, 56 damage, +2 strikes maximum, remote range; *Special Traits:* Penetration 40, Rending (5 vs biological), Acid Damage

Skills: Athletics 7, Acrobatics 7, Command 12, Defensive Training 12, Durability 16, Endurance 12, Melee 12, Mental Training 14, Perception 12, Psionics 12, Ranged 12, Stealth 11, Survival 12

Skill Focuses: Mental Training +2, Durability +2, Athletics +2

Talents: Apex Survivalist, Awesome Abilities (willpower), Close Combat Shot, Command Tactics, Defensive Fighting III, Enhanced Regeneration V, Evolution Powers x4, Hardened Survivalist, Natural Health III, Psi level 4, Psi level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psionic Powerx3, Resilience II, Resistant V, Unstoppable Movement, Weapon Mastery (ranged III), Zerg Skill Focus (Stamina)

Psionic Powers: *Reading, Messaging, Compel Action, Psionic Droning, Compulsion, Mind Blast, Compulsion, Command, Dominate*

Evolution Powers: *Frenzy, Consumption, Fungal Growth, Miasma, Mutagen, Spawn Infested, Infest, Viral Wave, Create Aberration, Adaptive Infestation, Virophage, Bolster Spawns, Neural Parasite*

Command Tactics: *Terrifying, Adrenaline, Focused, Swarm Maneuvering*

Creature Abilities: Unlocked Evolution Disciplines x10 (Paragon Infestation, Paragon Pestilence, Master Spawning, Master Biomancy), Bully, Alien Mind, Tunneling, Growth Hormones III, Expunged Chemicals*, Brain Parasite*, Slave Army*, Superior Organism*, Drain Willpower*

Strength: 8

Instinct: 6

Agility: 5

Fortitude: 16

Intelligence: 8

Willpower: 12

Gear: Tier 3 Huge-sized Tentacles, Tier 3 Huge-sized Seeker Spore, Tier 3 Plated Carapace

Special Ability (Brain Parasite): If the infestor targets a living creature with its seeker spore attack, if that attack surpasses the target's defense, toughness, and resolve, they gain a Brain Spore. If an enemy fails an endurance check against any of the infestor's attacks, abilities, or evolution powers, they must make a second DC 35 endurance check or receive a Brain Spore. See the Brain Spore trait for the effects of this spore.

Special Ability (Brain Spore): A living creature that gains a brain spore is controlled by the infestor via a psionic connection between the infestor and the host spore. On the target's turn, they may only make a standard and move action, and their actions are determined by the infestor. An infestor can only control up to 20 enemies at once with brain spores. The brain spore lasts until it is removed or the infestor sacrifices control for a different target.

A brain spore is external and can be attacked or forcibly removed. Attacking a brain spore requires a called shot to the target's critical location. The brain spore has 25 damage resistance, 40 hit points, and 5 regeneration. If brought to 0 hit points, it is removed. Otherwise, an adjacent ally can make a DC 20 strength check to forcibly pull the brain spore off the target's head. Either way it is removed, its removal deals 1 critical crippling wound to the target.

Brain spores cannot affect targets that are immune to telepathy, mind control, the *Command* or *Dominate* psionic powers, vehicles, robots, or targets that do not have a resolve score.

Special Ability (Expunged Chemicals): If the infestor is not burrowed and did not move on its turn, it creates an area around itself that functions identically to the *Miasma* evolution power. This effect lasts until the infestor moves.

Special Ability (Slave Army): Once per day, the infestor can spend a move action to summon their infested minions to their side. When they do so, their army tunnels to their location after 1 round. Each time they use this ability, they gain the company of 2 infested colonist swarms, 2 infested marine swarms, and 2 aberrations. In addition, the first time in a day that an infestor is

reduced below half maximum hit points, they gain the same reinforcements at the start of the next round. This is in addition to the once per day call.

Special Ability (Drain Will): The infestor emits a devastating psionic aura that saps the will of those nearby. Every intelligent enemy that ends their turn within 6 squares of the infestor suffers the Skilled Drain (2) condition. This stacks with multiple rounds spent within their proximity. Every round that such an enemy spends outside the proximity of the infestor, they lose 2 stacks of Skilled Drain from this source. If an enemy ever gains 10 stacks of skilled drain from this power, they lose all stacks and are stunned for 3 rounds.

Special Ability (Lord of Infestors): The infestor gains a number of passive benefits that show of its effectiveness as the pinnacle of its kind.

- All the infestor's attacks and special abilities gain +5 accuracy when determining if they hit toughness

- The infestor gains +4 accuracy with all evolution powers

- The infestor regains 5 biomass every turn

- While burrowed, the infestor can tunnel at its normal move speed.

- The infestor leaves a trail of slime behind it while it moves. This slime counts as difficult terrain for all non-zerg. This slime lasts 2 rounds.

- Any creature that uses telepathy on an infestor, or are targeted by an infestor's telepathy, suffer -2 morale levels

- The infestor is a Superior Organism that gains the following passive benefits: +20 toughness, +20 damage threshold, +20 damage resistance, +20 resolve, and +20 penetration with all attacks. It cannot be affected by the following psionic powers: *Compulsion*, *Command*, or *Dominate*. All their abilities that require an Endurance check gain +5 DC.

Special Ability (Evolution Powers): The infestor can use Zerg evolution powers, and has access to Paragon Infestation, Paragon Pestilence, Master Spawning, and Master Biomancy.

Special Ability (Zerg Psychic): The infestor has a Psi Level of 8 and can draw powers from the Augmentation or Telepathy disciplines. The creature also possesses Psionic Detection, Natural Mind Reading, and an Instinctive Telepathic Link with Zerg.

Special Ability (Zerg Commander): The infestor is a command strain and can use the Command skill to issue orders to its minions. The infestor can only control infested minions or aberrations, and any infested they create are automatically under their control. They have a Command limit of 96.

Special Ability (Zerg Traits): Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower.



Leviathan Description

Leviathans are the largest known organisms in the galaxy. They are moon-sized creatures that carry hundreds of thousands of Zerg from world to world to enact invasions. These titanic creatures are the heart of the Zerg space fleet, capable of warp travel and unleashing vast hordes of Zerg flyers at their enemies. Massive beyond belief, the leviathan dwarfs the capital ships of other races, only rivaled by space stations in size and only eclipsed by the *Spear of Adun*.

Only a few dozen leviathans are known to exist at any one time, each brood mother only having access to a few. These massive creatures are a threat like none other and cannot be easily introduced in the StarCraft Roleplaying Game. If you insist on having your players fight a leviathan, each player should be commanding their own capital ship. Fighting one is folly, otherwise.

Leviathan Tactics

Leviathans are an enemy of their own class; there is nothing else like them in the StarCraft Roleplaying Game. Despite being a living creature, they follow most of the rules of a capital ship as well. It is important to understand all the capabilities of a leviathan before deploying them in battle.

Leviathan Offense

The leviathan's primary offense is its four massive tentacles that can be used effectively against either squadrons or capital ships. Due to their impressive reach of 12 squares in mass combat, they can hit enemies far beyond the reach of missiles, making them dangerous and hard to counter. In addition, the leviathan has four scourge hives that fire short-lived scourge organisms in rapid bursts that collide into a target and die within seconds. They usually prefer to use these as a focused burst for maximum hailfire. While taking almost of their crew actions, with four tentacles and four scourge hives they can do an impressive amount of damage.

If they need to finish off an enemy, they can swap their tentacle attack for a Bio-Plasma Discharge, dealing massive damage to a capital ship. While this prevents them from using their tentacles, they can still use crew actions to fire their scourge hives. If they are being worn down by enemy fighters, leviathan's have three point defense weapons to defend themselves with, costing another 3 crew actions. If they ever have any crew actions left over, they will spend one on Sensory Glands and the rest on Growth Pods and Evasive Maneuvers.

Infinite Legions

The leviathan possesses the powerful ability to unleash a massive bombardment of a planetary surface with their Invasion Force ability. By spending more crew actions and biomass, they can affect a larger area and deposit more enemies on the surface of a planet. This allows a leviathan to single handedly unleash an invincible armor on a planet's surface, making it a priority to destroy it in orbit during mass combat. This ability is very costly in regard to biomass, especially if they are doing massive bombardments. Remember that the bombardments are not just dropping troops, but attacking everything in a huge area, INCLUDING their own minions. This is a reckless bombardment that has little regard for the loss of friendly lives.

The leviathan excels at boarding actions, both initiating them and repelling them. For the offense, any tentacle attack can be turned into a boarding strike. For defense, the vast size of the leviathan makes any boarding actions take a very long time, possibly longer than the time the strike force has available. For either offense or defense, it is important to remember that the leviathan's cavernous body holds countless warrior organisms. There is no risk of them running out of attackers or defenders, as they possess essentially infinite military units.

Leviathan Defense

The leviathan has a large hit point pool, roughly four times that of a battlecruiser or carrier, as well as considerable damage resistance and regeneration. Its damage threshold works differently as well because devastating cripple has no effect against the leviathan, and it cannot receive more than one wound from any attack. Only grand ordinance weapons will be able to hit its threshold. However, every crippling wound it suffers makes a massive impact on the leviathan, thanks to its own unique crippling damage table that it follows. It also has the unique mechanic that it automatically suffers a random wound every 10,000 total damage it suffers. This represents it being worn down over time and gradually degrading.

Also keep in mind that the leviathan has its own death table for being reduced to 0 hit points, and that some of these results may allow it to come back to life or make a final attack before it dies. Even in death these beasts are defiant!



Leviathan

Level 35 Titanic-sized Infested Capital Ship (Heroic Command-strain Zerg), Epic-5 Threat

Hit Points: 56,000	Healing Threshold: NA	Damage Threshold: 1,656 (see Leviathan Injury)
Defense: 1	Toughness: 564	Resolve: 40
Acceleration Rating: 50	Max Speed: 300	Morale Bonus: NA
Space: 16 by 16 starship	Reach: 12 starship	Initiative: +12
Damage Resistance: 105	Psionic Resistance: NA	Regeneration: 100
Crew Actions: 10	Biomass: 272	

-Massive Tentacle x4 1d20+70 accuracy, 310 damage, +1 strike maximum; *Special Traits:* Penetration 48, Rending 8, Cleaving 30, Colossal Striking Power

-Scourge Hives 1d20+29 accuracy, 240 damage, full auto, unlimited shots at orbital range; *Special Traits:* Penetration 30, Hailfire 2, Burst 1, Cluster Blast, Full Auto

-Tentacle Network DC 32 Pilot Check, 70 damage, point defense weapons; *Special Traits:* Penetration 10, Rending 5, Hailfire 2, Point Defense

-Bio Exhaust DC 35 Pilot Check, 140 damage, point defense weapons; *Special Traits:* Penetration 30, Acid Damage, Point Defense

Skills: Command 8, Defensive Training 14, Durability 16, Endurance 18, Melee 17, Mental Training 18, Perception 12, Pilot 12, Ranged 16, Survival 18

Talents: Apex Survivalist, Close Combat Shot, Command Tactics, Devastating Cripple II, Hardened Survivalist, Mighty Blow V, Resilience II, Weapon Mastery (melee III, ranged III), Wrestling Combatant, Zerg Skill Focus (brutality)

Skill Focuses: Durability +2, Endurance +4, Melee +3, Mental Training +4, Ranged +2, Survival +4

Evolution Powers: *Bio-Plasma Discharge, Bio-Plasma Stasis*

Command Tactics: *Adrenaline, Fervor, Push*

Creature Abilities: Primary Weapon, Crew Actions, Spawn Airborne Minions, Leviathan Invasion Force, Vast Interior, Leviathan Injury, Massive Will

Strength: 140 **Instinct:** 12 **Agility:** 4 **Fortitude:** 120

Intelligence: 3 **Willpower:** 12

Gear: Tier 4 Massive Tendril x4, Scourge Hives x4, Tier 4 Tentacle Network x2, Tier 4 Bio Exhaust, Tier 4 Juggernaut Carapace

Forces: Hundreds of thousands of Zerg

Special Ability (Primary Weapons): As a standard action, the leviathan can make 4 separate massive tentacle attacks. Alternately, the leviathan can use either the *Bio-Plasma Stasis* or *Bio-Plasma Discharge* as a standard action. Their *Bio-Plasma Discharge* gains Orbital range due to their size. Their *Bio-Plasma Stasis* effects a Massive Burst (1) area and has Strategic range.

-Bio-Plasma Stasis; 24 biomass; power useable as a standard action; +156 attack against toughness at strategic range, Massive Burst (1) area, all struck targets are immobilized and stunned, and can only perform psionic actions, vehicles suffer a collision, power lasts 4 rounds

-Bio-Plasma Discharge; 20 biomass; as standard action; +156 attack at orbital range, 1,400 damage, Piercing, Corrosion, Burst 2, Acid Damage

Special Ability (Crew Actions): The infested battlecruiser has 6 crew actions per turn. The following can be used as a crew action.

-Scourge Hives: Can spend a crew action to attack a target within reach with scourge hives. They can spend multiple crew actions on scourge hives every turn, attacking with up to 4 scourge hives.

-Point Defense: One crew action can be spent to activate one of the leviathan's point defense weapons: the two tentacle networks, or the bio exhaust. One crew action can be spent per point defense weapons.

-Forward Speed: A crew action can be spent to increase the speed of the leviathan by 1 starship scale speed.

-Boarding: One crew action can be spent after making a tentacle strike attack at another capital ship. This second crew action allows 1 military unit to board the enemy ship, accessing the target vehicle through hollow capsules in the tentacle.

-Sensory Glands: Detector action against every enemy within 6 starship squares of the leviathan.

-Invasion Force: 4 or more crew actions can be spent on invasion force (see below)

-Growth Pods: A crew action can be spent to regain 3 biomass.

-Evasive Maneuvers: The leviathan can spend up to 3 crew actions on increasing its defense. The first action gives it +2 defense, and each action afterwards gives it a bonus +3.

Special Ability (Spawn Airborne Minions): The leviathan can spend a crew action to spawn airborne Zerg in an adjacent square in starship scale, or within 300 squares tactical scale. This ability uses up biomass based on the type of creatures spawned.

- Swarm of Mutalisks: 20 biomass
- Swarm of Scourges: 10 biomass
- Squadron of 9 Corrupters: 30 biomass
- Squadron of 5 Brood Lords: 50 biomass

Special Ability (Leviathan Invasion Force): By spending 4 crew actions and 8 biomass, the leviathan can bombard a planet with drop sacs filled with infested. In mass combat, this allows them to assault a Massive Burst (1) area. The leviathan makes a +20 attack against everyone within that area. Targets suffer 60 damage, penetration 10, or half that much damage on a missed attack. Afterwards, add one swarm of zerglings in each effected square, or 1 platoon of 5 zergling swarms in one square. In the meantime, every enemy that ends their turn within 2 squares of the leviathan in starship combat must make a DC 30 pilot check or suffer 60 damage, penetration 10. This effect lasts as long as long as the leviathan is used invasion force. They can sustain this power round for round, each round hitting the same or different area with a bombardment.

Any round, the leviathan can choose to empower the bombardment by spending one more crew actions and six more biomass on it, up to 10 crew actions and 62 biomass. Every extra crew action they spend on the bombardment increases the massive burst by 1, adds +2 to the accuracy, +1 hailfire to the damage, and +5 to the pilot DC to avoid. In addition, the more crew actions you spend allows you to replace swarms of dropped zergling with other creatures. Any swarms can be condensed into platoons on drop. Refer to the following:

Crew Actions	Number of Zergling Swarm Spawns	Replace 2 Zergling Swarms with:	Replace 3 Zergling Swarms with:	Replace 4 Zergling Swarms with:
4	5	-	-	-
5	8	Hydralisk or Roach Swarms	-	-
6	12	Hydralisk or Roach Swarms	Squadron of 9 Ravagers or Lurkers	-
7	16	Hydralisk, Roach, or Baneling Swarms	Squadron of 9 Ravagers or Lurkers	-
8	20	Hydralisk, Roach, or Baneling Swarms	Squadron of 9 Ravagers, Lurkers, or Swarm Hosts	Ultralisk
9	24	Hydralisk, Roach, or Baneling Swarms	Squadron of 9 Ravagers, Lurkers, or Swarm Hosts	Ultralisk
10	30	Hydralisk, Roach, or Baneling Swarms	Squadron of 9 Ravagers, Lurkers, Swarm Hosts, or Infestors	Ultralisk or Zerg Bio Structure

Special Ability (Vast Interior): While the leviathan is a living creature, it still possesses a cavernous interior with a rich ecosystem within its body. This allows the leviathan to not only hold near limitless minions within its bowels but be able to be boarded like a capital ship. The leviathan has essentially limitless military forces it can deploy against boarders. It does not need to make Repel Boarder actions, any offensive boarding actions are automatically opposed by an equal number of military forces. Due to the size of the Leviathan, it takes 50 rounds for a boarding action to resolve. While sabotage can be performed as normal, you cannot perform a Cull the Crew option on a leviathan. Keep in mind with sabotage actions the leviathan's unique crippling wound trait, under the Leviathan Injury trait.

Special Ability (Massive Will): Because of the leviathan's immense size and brain, it cannot be affected by telepathic psionic powers. It is also immune to all conditions, beneficial or negative, except those dealt with crippling wounds. It can be controlled by a mastermind strain Zerg but counts as 100 creatures for the purpose of controlling. It also requires a DC 42 command check to control.

Special Ability (Leviathan Injury): The leviathan is in a class of its own amongst entities in the StarCraft Roleplaying Game, and thus follows its own rules for crippling wounds and being reduced to 0 hit points.

A leviathan can suffer crippling wounds from attacks. Because of its Resilience and damage threshold, it will only likely take wounds from grand ordinance weapons. Because of its raw size, a leviathan can never take more than 1 crippling wound from a single attack. This is regardless of any modifiers, such as the Devastating Cripple talent or surpassing its threshold by multiple degrees. Any effects like Devastating Cripple that make it easier to secure wounds also have no effect. Thus, to deal a crippling wound to a leviathan, it must suffer damage equal to 3x its damage threshold thanks to Resilience II (included above), without Hailfire or extra crippling wound points applying or making it easier to wound. When it does suffer a crippling wound, it uses its own table to determine the results, as follows.

Wound	Die Result	Immediate Effect	Ongoing Penalty
Mobility	1-4	Leviathan cannot move on its next turn	-20% max speed
Action	5-8	The leviathan loses one of its Massive Tentacle weapons	Leviathan suffers a -5 penalty on all attacks, excluding its point defense weapons and massive tentacles
Core	9-12	+1,000 damage	The leviathan's damage resistance is reduced by 20 and it loses one crew action every turn
Vital	13-16	Cannot spend crew actions on next turn	The leviathan's regeneration is reduced by 20, it loses 50 current and maximum biomass, and it loses one crew action every turn.
Critical	17-20	+2,500 damage	Leviathan must make a willpower check each round (DC is 5+ 5x number of critical wounds) or gain half as many crew actions and suffer disadvantage on all actions that turn.

Beyond this unique crippling wound table, **every 10,000 damage a leviathan suffers in an encounter, it is dealt 1 random crippling wound.** This is from its body being worn down and exhausted through overwhelming attacks. In addition, if the leviathan is reduced to 0 hit points or killed through crippling wounds, it does not die as normal. Instead, roll on the table below to see what form the leviathan's death takes.

Roll	Death Type
1-5	One Last Stand: Instead of being destroyed, the leviathan spends all its remaining biomass to recover 200 hit points per point of biomass it has left. However, it has half as many crew actions each turn, and its regeneration is non-functioning. The penalties last until the leviathan takes a long rest. If the leviathan has no biomass, or has already used this result that day, treat this as a Death Throes result instead.
6-10	Death Throes: Before it dies, the leviathan lashes out at everything nearby. It makes a single massive tendrill attack against everything within 6 squares. Furthermore, every enemy within 4 squares must make a DC 45 pilot check or suffer 150 damage (Pen 30 and Hailfire 1) from the scourge hives erupting. Afterwards, it dies via the Lifeless result below.
11-15	Lifeless: The leviathan is dead and is now a lifeless corpse floating in space. Its organic processes that supply gravity and oxygen have failed, and its interior now lacks life support. This will likely kill anything within. The corpse remains mostly intact and will drift aimlessly in space. If it is in the atmosphere of a planet, it will crash to the surface, likely causing damage on a cataclysmic scale. The exact effects are up to the Game Master.
16-20	Explosion: The leviathan is dead, and its body begins to undergo a rapid degradation as its advanced biological facilities start to pop and burst. Every round for the next 10 rounds, parts of the leviathan explode. It makes a +30 attack at everything within 1 starship square of the leviathan, dealing 50 damage on a hit. Every round afterwards, it explodes 1 square further, and deals 50 more damage than it did the previous round. Thus, on the final round, it hits everything within 10 squares of the leviathan and deals 500 damage. After this final round, the leviathan has degraded into billions of meaty chunks and does not take up space anymore. If the leviathan explodes in atmosphere, these chunks may rain down on the world below, doing damage like falling meteors.

Omegalisk Description

Very few omegalisks have ever been encountered. Most were on Char during the Second Great War. When they were first encountered, it was not believed. Essentially a common ultralisk the size of a skyscraper, these behemoths were unstoppable guardians of Char. Since then, they have been encountered only a few other times, and were mostly created by Amon's slave broods during the End War.

While clearly effective, it must be exceptionally costly for the swarm to successfully produce an omegalisk, making their creation a novelty or show of power than are realistic accomplishment. However, for a brood that successfully creates an omegalisk, that have a creature that can bulldoze its way through the largest cities, destroy legions, and raze buildings to dust.

Omegalisk Tactics

While impossibly massive and powerful, omegalisks are not complicated. They primarily move forward, using Titan Stride to destroy everything in their path, and then obliterate their foes with their Kaiser Blades. The vast size of these blades makes them only effective at hitting other large targets, and small individuals can fairly easily avoid the swings. However, the omegalisk can also perform a thrash action to automatically deal damage and bleeding to everything within a massive area around it as stomps, bucks, slams, and slashes its claws about.

Omegalisks are so large that they do not acknowledge most enemies, as they are too small to see. It focuses its wrath on strongholds, massive war machines, and large vehicle squadrons. While it has no ranged weapons, it can hit any enemy within 450 squares (almost half a mile) from the ground. Despite this, if it is consistently poked by individuals, it will turn to fight them. It possesses the Titan's Rage ability that allows it to make a free attack after it has been damaged enough times. If its Titan's Rage is triggered by a smaller than normal target, it will divert its attention to them if there is not anything more dangerous around it.

Omegalisk

Level 30 Gigantic-sized Heroic Specialist Strain Zerg Creature, Epic-2 Threat

Hit Points: 8,730	Healing Threshold: NA	Damage Threshold: 182
Defense: 1	Toughness: 202	Resolve: 30
Speed: 76	Shift Speed: NA	Morale Bonus: NA
Space: 2 by 2 mass combat	Reach: 2 squares (mass combat)	Initiative: +4
Damage Resistance: 70	Psionic Resistance: 30	
Regeneration: 100	Biomass: 138	

-Omega Kaiser Blades 1d20+116 accuracy with advantage, 500 damage, +2 strikes maximum; *Special Traits:* Penetration 58, Rending 8, Cleaving 30, Titanic Blade*

-Thrash 100 damage, 1 strikes maximum; *Special Traits:* Penetration 33, Rending 8, Bleeding 10, Thrash*

Skills: Athletics 12, Defensive Training 12, Durability 16, Endurance 15, Melee 16, Mental Training 12, Perception 10, Survival 12

Skill Focuses: Athletics +3, Durability +4, Endurance +3, Melee +4

Talents: Apex Survivalist, Awesome Abilities (strength, fortitude), Bulwark, Cleave II, Devastating Cripple (melee II), Hardened Survivalist, Penetration V, Power Strike II, Resilience II, Resistant V, Weapon Mastery (melee III), Zerg Skill Focus (brutality)

Creature Abilities: Titanic Blade*, Thrash*, Titan Stride*, Locked Mind*, Titan's Rage*, Titan*

Strength: 80 **Instinct:** 4 **Agility:** 3 **Fortitude:** 50

Intelligence: 1 **Willpower:** 8

Gear: Omega Kaiser Blade, Tier 3 Zerg Juggernaut Carapace

Special Ability (Titanic Blade): The omegalisk has two pairs of Kaiser blades, each blade the size of a skyscraper. It uses the omega Kaiser blade weapon profile, gaining advantage on all attacks. This attack suffers a -20 accuracy penalty and -50 damage for every size category the target is smaller than massive. Thus, against a medium-sized target, the omegalisk suffers a -100 accuracy and -250 damage.

Special Ability (Thrash): Instead of attacking normally, the omegalisk thrashes about with its blades and feet, damaging everything nearby. All targets within 150 squares (1 square mass combat scale), suffer 100 damage, no penetration, that also deals Bleeding (10). Against swarms or squadrons, this attack gains Hailfire (3). Against platoons, this attack gains Hailfire (9).

Special Ability (Titan Stride): The omegalisk can move 1 square as a move action in mass combat. In addition, the omegalisk can move through the squares of any creature, vehicle, object, or structure that is colossal-sized or smaller. When they do, roll a d20. Give the target a -2 on the check for every size category they are smaller than colossal. If a creature rolls a 12+, the target is stepped on and takes an automatic hit of 300 damage. Buildings that are struck are destroyed unless they are abnormally durable. If they do, everyone within 20 squares of the building suffers 100 damage. Those within the building suffer 100 damage with Hailfire (2).

Special Ability (Titan's Rage): As the omegalisk is attacked, it grows angrier. When the omegalisk suffers at least 1 point of damage from an attack, it gains a point of Titan's Rage. When it gains 10 points of titan's rage, it gains an immediate standard action, even interrupting the turns of other characters. If it makes an Omega Kaiser Blade attack during this instant action, it gains +50 accuracy. Afterwards, it loses all points of titan's rage.

Special Ability (Locked Mind): The omegalisk is designed with a mind that is simple in function but complex in security. The omegalisk is immune to the *Command*, *Compulsion*, and *Dominate* powers. In addition, it requires a Psi Level of 8 for a zerg to take control of an omegalisk, and it requires a DC 40 command check to do so.

Special Ability (Titan): The omegalisk is incredibly massive for a terrestrial organism that is capable of movement. On character scale, the omegalisk would have a space of 250 by 250, with a reach of 200. Melee attacks against the omegalisk cannot target any wound location other than mobility unless the attacker is at least colossal-sized. The omegalisk cannot shift or evade and cannot burrow in any impactful way.

Special Ability (Zerg Traits): Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They have a biomass score equal to their fortitude + strength + willpower.



Zerg Natural Weapons

Some of the especially massive creatures in this chapter use specialty natural weapons worthy of their huge size.

Bile Cannon

Vehicle Ranged Weapon

Damage: 500 **Accuracy:** +2
RoF: Slow **Range:** Orbital
Shots: Unlimited **Power Rating:** +50
Special Traits: Penetration (50), Corrosion, Acid Damage, Macro Weapon

Bio Exhaust

Vehicle Point Defense Battery

Damage: 80 **Accuracy:** NA
RoF: Slow **Range:** NA
Shots: NA **Power Rating:** +10
Special Traits: Penetration (30), Acid Damage, Point Defense (DC 35)

Massive Tendril

Vehicle Ranged Weapon

Damage: 120 **Accuracy:** +50
RoF: Average **Range:** Reach
Shots: NA **Power Rating:** +20
Special Traits: Penetration (40), Cleaving (30), Colossal Striking Power*

Tentacle Network

Vehicle Point Defense Battery

Damage: 40 **Accuracy:** NA
RoF: Slow **Range:** NA
Shots: NA **Power Rating:** +5
Special Traits: Penetration (10), Rending (5), Hailfire (2), Point Defense (DC 32)

Scourge Hives

Vehicle Ranged Weapon

Damage: 150 **Accuracy:** +5
RoF: Full Auto **Range:** Orbital
Shots: Unlimited **Power Rating:** +15
Special Traits: Penetration (30), Hailfire (2), Burst (1), High Explosive, Cluster Blast, Acid Damage

Primal Zerg Bestiary

The primal zerg continue to grow and become more powerful as they consume their enemies. The most powerful primals usually take up the mantle of pack leader to lead hosts of minions. While pack leaders are often unique combinations of evolutions, some successful primals form common morphological designs that have proven to be successful. The primal zerg here are the most common forms of apex primals.

Omega Primalisk Description

The omega primalisk is the ultimate evolution form of the classic primalisk body design. These primalisks have developed into massive killing machines with powerful limbs and killing claws. Their mighty claws can rip apart an foe that threatens them, even doing tremendous damage to fortifications, platoons, and war machines. Primalisks have expanded their combat abilities with the ability to command minions, use evolution powers, and spit acid blasts.

Omega Primalisk Tactics

The omega primalisk's primary strength is their strength, specifically their melee attack ability. Whenever, possible, they will get into melee and rip their foes apart. They move into range and use scything claw attacks with heavy strikes whenever possible. If they do not need to move, they will use their ripping fangs with sudden strike to deal maximum damage.

A primalisk is less dangerous at range, but still highly lethal. While it can regularly bombard enemies with dangerous acid blasts it also can use its *Bio-Plasma Discharge* for a powerful, high damage attack. They also have *Mend* to heal wounds that get past their considerable protection points and regeneration. If they need to fuel more discharge attacks, they will not hesitate to eat a minion to recharge their biomass.

Omega Primalisk's Favored Evolution Powers: Biomass 60, regains 1 biomass a turn

-Bio-Plasma Discharge; 19 biomass; as standard action; +59 attack at remote range, 400 damage, Piercing, Corrosion, Burst 2, Acid Damage

-Devour; 0 biomass; can consume a primal zerg minion within reach as a full-round action, regains biomass equal to twice target's level, potentially going above normal biomass amounts, also restores lost hit points equal to ½ number of hit points creature had left (maximum 200).

-Mend; 9 biomass; as free action, allows brood mother to regain 120 hit points and increases regeneration by 20 for 5 rounds. Allied zerg within short range heal 60 hit points and increase regeneration by 10.

Omega Primalisk's Favored Command Tactics: Command +22

-Fervor; commanded minions gain +4 accuracy and can perform aim actions

-Push; commanded minions +4 move speed

-Swarm Maneuvering; commanded minions gain +5 defense

Omega Primalisk

Level 30 (6 Paragon) Colossal-sized Primal Zerg Epic Heroic Character (Genetic Quirk: Strength/ Apex Predator/ Living War Engine/ Crusher/ Pack Leader/ Genetic Anomaly/ Primal Shaman/ Ultimate Hunter), Epic Threat

Skill Purchases: 32

Talent Purchases: 40

Ability Score Purchases: 42

Hit Points: 2,796

Healing Threshold: NA

Damage Threshold: 99

Defense: 22

Toughness: 96

Resolve: 36

Speed: 54

Shift Speed: 2

Morale Bonus: +10

Space: 10 by 10 squares

Reach: 10 squares

Initiative: +8

Damage Resistance: 52

Psionic Resistance: 46

Regeneration: 15

Biomass: 76

-Primal Scything Claws 1d20+108 accuracy, 153 damage, +4 strikes maximum; *Special Traits:* Penetration 58, Rending 15, Cleaving 5

-Primal Scything Claws w/ Heavy Strike 1d20+114 accuracy, 168 damage, 1 strike maximum; *Special Traits:* Penetration 78, Rending 15, Cleaving 5, Reach +1

-Primal Ripping Fangs 1d20+78 accuracy with advantage, 161 damage, +1 strike maximum; *Special Traits:* Penetration 58, Rending 15, Cleaving 5

-Primal Acid Blast 1d20+68 accuracy, 72 damage, +1 strike maximum, unlimited shots at strategic range; *Special Traits:* Penetration 30, Burst 4, Acid Damage

Skills: Acrobatics 10, Athletics 12, Command 14, Defensive Training 12, Durability 14, Endurance 12, Lore 6, Melee 18, Mental Training 12, Perception 12, Ranged 14, Stealth 12, Survival 12,

Skill Focuses: Command +2, Durability +2, Melee +6, Ranged +2

Talents: Apex Survivalist, Brutality III, Cleave II, Close Combat Shot, Command Tactics, Defensive Fighting III, Devastating Cripple (melee II, ranged II), Evolution Powers, Hardened Survivalist, Might Blow V, Natural Health III, Power Strike II, Resilience II, Resolute II, Swift Strikes, Unstoppable Movement, Weapon Mastery (melee III, ranged III), Zerg Skill Focus (Brutality)

Evolution Powers: *Primal Bio-Electric Surge, Corrosive Bolt, Wild Mutation, Devour, Bio-Plasma Blood, Mend, Bio-Plasma Discharge*

Command Tactics: *Adrenaline, Fervor, Push, Swarm Maneuvering, Undying, Unyielding*

Evolutions: Biomancy Evolution I-IV, Extra Eye: Infrared Vision, Extra Eye: Night Vision, Mutating Carapace Slime, Nest of Blades, Oversized Limb (Scything Claws), Pheromone Trace, Primal Acid Blast, Primal Plated Carapace Evolution, Primal Ripping Fangs, Primal Scything Claws, Quadruped, Retractable Blades, Rows of Teeth, Size Evolution: Colossal

Strength: 40 **Instinct:** 8 **Agility:** 6 **Fortitude:** 28

Intelligence: 6 **Willpower:** 8

Gear: Tier 3 Colossal-sized Primal Scything Claws, Tier 3 Colossal-sized Primal Ripping Fangs, Tier 3 Colossal-sized Primal Acid Blast, Tier 3 Primal Plated Carapace

Special Ability (Apex Hunter): The omega primalisk has a wide variety of features that represent its mastery of combat.

-The primalisk gains 80 protection points at the start of every turn.

-The primalisk can make a single strike bite attack as a minor action once per turn

-When making a heavy strike attack, make a +40 attack against the toughness of all targets within a Burst (13) centered on your primary target. Any target hit is knocked prone and pushed 1 square away from the center of the burst. Vehicles need to make DC 10+ speed modifier or lose control of their vehicles.

-Can make 4 opportunity attacks per turn

-Can make an opportunity attack back at the attacker every time the primalisk is injured by a melee attack. Can make full number of strikes on a opportunity attack.

-Deals +20 damage and +1 wound point when attacking a construct or terrain

-The primalisk can ram a terrain feature as a full-round action, dealing 200 damage with 80 penetration.

-The primalisk can trample creatures whose squares it moves through as part of an action move, dealing 200 damage to those who cannot shift out of the way. Targets in the area can shift out of the way or make an opportunity attack

-The primalisk can emit an earthquake, sending out a shockwave in a Burst 8 centered on one of their squares. They make a +40 attack against the toughness of every enemy in the area. Struck targets suffer 120 damage and are knocked prone. Targets who are not hit suffer 60 damage.

Special Ability (Direct Minions): The primalisk can spend a full-round action directing 6 minions. Each of those minions makes an instant standard action.

Special Ability (Biomancy Expertise): Biomancy powers used by the primalisk cost 1 less biomass, and they gain +5 accuracy with biomancy powers. Every time the primalisk uses a biomancy power, they heal 10 hit points and increase their regeneration by 2 for the remainder of the encounter, to a maximum of +20 regeneration.



Primal Behemoth Description

The primal behemoth is a hulking monstrosity composed of carapace and blades. Nigh indestructible, the behemoth plods slowly forward into battle, absorbing most attacks, before it tramples into enemy lines and rips its foes apart. The behemoth is a terrifying foe that can shrug off most weapons not designed to damage a capital ship. As such, it must be countered with equal force, with the largest war machines or giant monsters.

Primal Behemoth Tactics

The omega primalisk is exceedingly difficult to hurt, between damage resistance, regeneration, protection points, and hit points. It is also a very lethal combatant, and can almost instantly kill a hero with a charge attack. Fortunately, it is quite slow and possesses no evolution powers. It makes up for this weakness with a spine battery living weapon that it can fire every turn regardless of its actions. This weapon is exceptionally good at churning up infantry groups or clustered characters but is less effective against armor.

The behemoth has several important tricks to maximize its effectiveness. The first is its nest of blades, which deals significant melee damage to any melee attackers. Even more important its damage absorption. It reduces all damage suffered by a third and puts that removed damage in a separate pool that stacks with all other damage suffered. It will suffer all that damage at the end of its next turn. However, it can mitigate and benefit from that delayed damage. It gains +1 melee damage and penetration for every 4 points in the delayed damage pool. Thus, if it has 400 damage in the pool, it gains a massive +100 damage and penetration! Moreover, if it deals damage with attacks, it reduces the damage in its delayed damage pool by 1/3 of the damage it deals. Thus, if it has 400 damage in its pool, and deals 200 damage in an attack, it removes 66 damage from its pool. While this reduces its damage bonus, it also reduces the damage it takes at the end of its turn.

Behemoth's Favored Command Tactics: Command +22

- Adrenaline;** commanded minions deal +5 damage
- Push;** commanded minions gain +4 move speed
- Unyielding;** commanded minions gain +5 damage resistance

Primal Behemoth

Level 30 (6 Paragon) Colossal-sized Primal Zerg Epic Heroic Character (Genetic Quirk: Fortitude/ Armored Behemoth/ Thornback/ Stalwart Guardian/ Living Artillery/ Alpha Combatant/ Pack Leader), Epic Threat

Skill Purchases: 28

Talent Purchases: 36

Ability Score Purchases: 46

Hit Points: 3,320

Healing Threshold: NA

Damage Threshold: 116

Defense: 12

Toughness: 110

Resolve: 38

Speed: 12 (14 climb/tunnel)

Shift Speed: 1

Morale Bonus: +10

Space: 10 by 10 squares

Reach: 10 squares

Initiative: +10

Damage Resistance: 93

Psionic Resistance: 46

Regeneration: 33

Biomass: 88

-**Primal Goring Horn** 1d20+53 accuracy, 125 damage, +1 strike maximum; *Special Traits:* Penetration 31, Rending 11, Cleaving 2

-**Primal Goring Horn w/ Charge** 1d20+55 accuracy, 160 damage, 1 strike maximum; *Special Traits:* Penetration 31, Rending 11, Cleaving 2

-**Primal Ripping Fangs** 1d20+52 accuracy, 101 damage, +1 strike maximum; *Special Traits:* Penetration 31, Rending 15, Cleaving 2

-**Primal Spine Batteries w/ Living Weapon** 1d20+52 accuracy, 53 damage, +2 strike maximum, distant range; *Special Traits:* Penetration 16, Burst 4, Hailfire 2

Skills: Acrobatics 4, Athletics 12, Command 14, Defensive Training 12, Durability 15, Endurance 12, Melee 16, Mental Training 12, Perception 6, Ranged 15, Survival 12, Tactics 10

Skill Focuses: Command +2, Durability +3, Melee +4, Ranged +3

Talents: Apex Survivalist, Bulwark, Close Combat Shot, Defensive Fighting III, Devastating Cripple (melee II, ranged II), Enhanced Regeneration IV, Hardened Survivalist, Mighty Blow V, Power Strike II, Resilience II, Resistant V, Resolute II, Throw, Weapon Mastery (melee III), Zerg Skill Focus (brutality)

Command Tactics: *Adrenaline, Push, Unyielding*

Evolutions: Adrenal Glands, Climbing Hooks, Crawler, Mutating Carapace Slime, Nest of Blades, Primal Goring Horn, Primal Juggernaut Carapace, Primal Ripping Fangs, Primal Spine Batteries (living weapon), Second Skin, Size Evolution: Colossal, Special Blood: Mutagenic Blood, Tremorsense, Tunneling Claws, Tusks

Strength: 40

Instinct: 7

Agility: 1

Fortitude: 40

Intelligence: 6 **Willpower:** 8

Gear: Tier 3 Colossal-sized Ripping Fangs, Tier 3 Colossal-sized Goring Horn, Tier 3 Colossal-sized Spine Battery with Living Weapon, Tier 3 Primal Juggernaut Carapace

Special Ability (Unstoppable Juggernaut): The primal behemoth has a wide variety of features that represents how unstoppable it is in battle.

-The behemoth gains 20 protection points at the start of every turn. If the primal behemoth does not move in its turn, and spends a move action to brace, this increases to 180 protection points.

-The behemoth can make a single strike bite attack as a minor action once per turn

-The behemoth can ram a terrain feature as a full-round action, dealing 200 damage with 80 penetration.

-The behemoth can trample creatures whose squares it moves through as part of an action move, dealing 200 damage to those who cannot shift out of the way. Targets in the area can shift out of the way or make an opportunity attack

-The behemoth can emit an earthquake, sending out a shockwave in a Burst 8 centered on one of their squares. They make a +40 attack against the toughness of every enemy in the area. Struck targets suffer 120 damage and are knocked prone. Targets who are not hit suffer 60 damage.

Special Ability (Independent Weapon): The behemoth gains a bonus standard action every turn that can only be used to fire its spine batteries weapon. The spine batteries count as having an instinct and agility score of 10, and 12 points of ranged skill for determining their effectiveness.

Special Ability (Nest of Blades): If an enemy hits the primal behemoth with a melee attack or grabs it, they suffer 62 damage, with 25 penetration.

Special Ability (Spine Shed): The behemoth can release their protective spines in an area around them as a standard action. This hits all enemies within reach. This is a +22 attack against all enemies, dealing 62 damage, penetration 25, or half damage on a missed attack. Upon using this power, the primal behemoth will no longer have their nest of blades protecting them against melee attacks. They can spend 5 biomass as a standard action to regrow their nest of blades.

Special Ability (Threatening Howl): The behemoth can make a threatening howl as a standard action, baiting enemies to attack you. All intelligent enemies within 6 squares of you are Taunted, suffering -5 to attack any targets other than you. This last until they are attacked by someone other than you.

Special Ability (Damage Absorption): The behemoth reduces all damage it suffers by 1/3, determined after damage resistance, hailfire, and any other modifiers. It does not prevent crippling wounds based on total damage. However, count and accumulate all damage the behemoth absorbs in a pool. At the end of the behemoth's next turn, it suffers damage equal to the damage in the pool. It can, however, reduce this damage by dealing damage with a melee attack. Upon dealing damage with an attack, reduce the damage in the pool by 1/3 the damage dealt by the behemoth's attacks.

Special Ability (Retaliatory Fury): The behemoth gains the Mighty Boost (X) condition, where X is equal to 1/4 the damage in your secondary damage pool. Simply put, the behemoth gains +1 melee damage and penetration for every 4 points in the damage absorption pool.

Special Ability (Direct Minions): The behemoth can spend a full-round action to direct its minion's actions. Upon doing so, 6 commanded minions can take an instant standard action.

Special Ability (Tremorsense): The behemoth can feel movement on the ground within 15 squares of it. It knows the location of all creatures, including hidden and cloaked targets, along the ground. It still suffers penalties to attack cloaked targets within the area. When the behemoth is burrowed, the range of this power extends to 30 squares.



~Primal Behemoth (top)

~Primal Molten Dracozor (middle)

~Primal Hollow Mother (bottom)

Primal Dracozor Description

The primal dracozor is a serpentine behemoth that channels intense elemental energies within its body. An old line of primals, the dracozor is a tyrant that rules with fear and pushes weak followers with incineration. The most common form of the dracozor is the molten dracozor, which channels fire, but dracozor made of both lightning and acid were known on Zerus. Recently, since they have relocated to the Koprulu Sector, ice dracozor have been known to develop. As tunneling creatures, dracozor tend to spend much of their time underground, rising to the surface to wage war or find worthy food.

Primal Molten Dracozor Tactics

Unlike most of the greater primals, the dracozor is flexible with a wide range of abilities. However, their greatest asset is their elemental ranged attacks. By taking a full-round action, they can perform two of a ranged attack, gaining -5 accuracy by +5 penetration. Their attacks are either a very long ranged Burst 4 or a line that is 32 squares long and 3 squares wide. That generally use whatever attack methods lets them hit the most targets. Because dracozor are quite intelligent, they can be quite strategic with the use of their abilities.

Dracozor will usually continue to use their ranged attacks, even in melee. However, if they need raw damage to a single opponent, they might switch to their melee attacks, either performing a full-round melee attack or a hybrid melee/ranged attack. The hybrid attack will involve using a single ranged attack, using sudden strike to attack with a bite attack, and then lashing with their tail at a target. The full attack involves using a heavy strike bite attack and a tail attack. This is usually used in conjunction with the Consume ability, to eat a very tough or troublesome huge-sized or smaller foe.

While these represent their traditional attacks, dracozor have a variety of other moves to deal with enemies. Against other colossal or massive foes, they might grab and wrap their snake like body around a foe and constrict them. Because of their extraordinary senses, cloaking is virtually useless against a dracozor. They also can birth minions, generally choosing between an ultra primalisk, a group of short range assault minions, or mutalisks for air support. They typically use this ability the round they burrow, or the round after they unburrow. If they use it before they burrow, the hatching minions becomes a distraction while the dracozor relocates. If they use it after they unburrow, they are allies to reinforce them after several rounds.

The most common variant of dracozor is the molten dracozor. In addition to having flaming ranged attacks, the dracozor passively generates heat, dealing a massive 80 energy damage to all nearby enemies. This is not the only version of the dracozor, however. Its most common variants are listed at the end of their abilities.

Dracozor's Favored Evolution Powers: Biomass 75, 220 spawning points, regains 3 biomass a turn

-**Spawn Hero Hunter Primal;** 20 biomass; full-round action; creates 1 ultra primalisk that hatches after 2 rounds for 80 spawning points

-**Spawn Assault Primals;** 20 biomass; full-round action; creates 1 greater ravasaur, 2 primal hydralisks, and 2 primal roaches that hatch after 2 rounds for 88 spawning points

-**Spawn Primal Flyers;** 20 biomass; full-round action; creates 3 primal mutalisks that hatch after 2 rounds for 72 spawning points

Dracozor's Favored Command Tactics: Command +22

-**Fervor;** commanded minions gain +4 accuracy and can perform aim actions

-**Push;** commanded minions gain +4 move speed

-**Swarm Maneuvering;** commanded minions gain +5 defense and toughness

Primal Molten Dracozor

Level 30 (6 Paragon) Colossal-sized Primal Zerg Epic Heroic Character (Genetic Quirk: Instinct/ Bio-Artillery/ Devourer/ Fireborn Aberration/ Birther/ Pack Leader/ Serpentine Constrictor/ Elemental Terror), Epic Threat

Skill Purchases: 33

Talent Purchases: 35

Ability Score Purchases: 45

Hit Points: 3,026

Healing Threshold: NA

Damage Threshold: 95

Defense: 23

Toughness: 89

Resolve: 36

Speed: 14 (climb, burrow)

Shift Speed: 1

Morale Bonus: +10

Space: 10 by 10 squares

Reach: 10 squares

Initiative: +13

Damage Resistance: 56

Psionic Resistance: 46

Regeneration: 12

Biomass: 75

-Primal Fire Blast 1d20+56 accuracy, 93 damage, +1 strike maximum, unlimited shots at strategic range; *Special Traits:* Penetration 59, Burst 4, Energy Damage, Flames

-Primal Fire Spew 1d20+56 accuracy, 93 damage, +1 strike maximum, unlimited shots at special range; *Special Traits:* Penetration 59, Line 32 (3 squares wide), Energy Damage, Flames

-Primal Ripping Fangs w/ Sudden Strike 1d20+51 accuracy, 100 damage, 1 strike maximum; *Special Traits:* Penetration 16, Rending 4, Cleaving 2, Flames

-Primal Ripping Fangs w/ Heavy Strike 1d20+58 accuracy, 105 damage, 1 strike maximum; *Special Traits:* Penetration 16, Rending 4, Cleaving 2, Flames, Consume*

-Tail 1d20+52 accuracy, 160 damage, 1 strike maximum; *Special Traits:* Penetration 35, Cleaving 1, used as minor action

Skills: Acrobatics 10, Athletics 14, Command 14, Defensive Training 12, Durability 15, Endurance 14, Lore 6, Melee 14, Mental Training 12, Perception 12, Ranged 15, Stealth 10, Survival 10, Tactics 7

Skill Focuses: Athletics +2, Command +2, Durability +3, Endurance +2, Melee +2, Ranged +3

Talents: Apex Survivalist, Awesome Abilities (Instinct), Close Combat Shot, Defensive Fighting III, Devastating Cripple (melee II, ranged II), Far Shot, Hardened Survivalist, Mighty Blow V, Power Strike II, Ravenous Bite, Resilience II, Resistant V, Swift Strikes, Weapon Mastery (melee III, ranged III), Zerg Skill Focus (corrosion)

Evolution Powers: *Spawn Minions (primals)*

Command Tactics: *Fervor, Push, Swarm Maneuvering*

Evolutions: Elementally Charged Claws, Extendable Jaws, Lashing Tail, Primal Acid Blast, Primal Acid Spew, Primal Plated Carapace, Primal Ripping Fangs, Rows of Teeth, Size Evolution: Colossal, Serpentine, Special Blood: Incendiary Blood, Tail, Tail Augmentation: Barbed, Tail Augmentation: Pincer, Tremorsense, Tunneling Claws

Strength: 35 **Instinct:** 13 **Agility:** 6 **Fortitude:** 32

Intelligence: 6 **Willpower:** 8

Gear: Tier 3 Colossal-sized Primal Acid Spew, Tier 3 Colossal-sized Primal Acid Blast, Tier 3 Colossal-sized Ripping Fangs, Tier 3 Colossal-sized Primal Plated Carapace

Special Ability (Bio Bombardment): By spending a full-round action, the dracozor can use one of its ranged weapons two times in a single turn. They can target the same or different targets. The attacks gain -5 accuracy but +5 penetration.

Special Ability (Incredible Strength): The dracozor has a number of traits based on their great power.

-The dracozor can make a single strike bite attack as a minor action once per turn

-The dracozor can ram a terrain feature as a full-round action, dealing 175 damage with 70 penetration.

-The dracozor can trample creatures whose squares it moves through as part of an action move, dealing 175 damage to those who cannot shift out of the way. Targets in the area can shift out of the way or make an opportunity attack

-The dracozor can emit an earthquake, sending out a shockwave in a Burst 8 centered on one of their squares. They make a +35 attack against the toughness of every enemy in the area. Struck targets suffer 105 damage and are knocked prone. Targets who are not hit suffer 52 damage.

Special Ability (Consume): If the dracozor performs a heavy strike bite attack that surpasses the target's defense and toughness, the dracozor can grab them in their mouth. The target must be huge-sized or smaller. The target gains the Crushed and Stunned conditions. At the end of each turn in the dracozor's mouth, they can make a DC 45 athletics or acrobatics test to escape into an adjacent square. The dracozor cannot make any attacks other than slams or tail strikes while it has a target in their mouth.

In addition, the dracozor can spend a move action to make a strength check against a creature they have inside their mouth. The DC is the target's damage threshold. If they win, the creature is swallowed and inside their stomach. Inside the stomach, they suffer from the Crushed, Stunned, and Melting conditions. They can only escape once the dracozor has been reduced to 0 hit points. Once a creature is swallowed, it can use their bite and ranged attacks normally again.

Special Ability (Constriction): When grabbing an enemy that is colossal-sized or smaller, the dracozor can squeeze the target at the start of every round. They suffer an automatic hit of 175 damage, in addition to any slams or attacks you make. If the target is a living creature that relies on air to breathe, it begins suffocating, suffering 15 piercing and +1 fatigue each round.

Special Ability (Molten Wurm): The dracozor gains +40 damage resistance against attacks with the flames trait. Any enemy that ends their turn within 20 squares of the dracozor suffers 80 energy damage. All ground that the dracozors moves over is covered with a blaze for 2 turns, dealing 40 energy damage to anyone entering the ground.

Special Ability (Direct Minions): The dracozor can spend a full-round action to direct its minion's actions. Upon doing so, 6 commanded minions can take an instant standard action.

Special Ability (Ravenous Bite): The dracozor heals 10 hit points for every target it hits with a bite attack. If using sudden strike with its bite attack, it heals 20 hit points for every target hit.

Special Ability (Advanced Senses): The dracozor automatically detects all creatures within 65 squares of it, even if they are cloaking or hidden.

Variants: While the molten dracozor is the most common variant of its kind, there are rumors of other dracozors that have attuned to different elemental energies. Following these rules, you can quickly change the molten dracozor to one of a different element.

Hoarfrost Dracozor: Replace Fireborn Aberration with Frostfel Aberration

-Attacks: Ranged attacks lose 5 penetration and replace the flames trait with the Freeze trait. Targets whose defense and toughness are surpassed by melee attacks are slowed and staggered for 1 turn.

-Defenses: Gains +12 damage resistance, and the +40 damage resistance against weapons with Flames changes to weapons with Freeze

-Aura: Instead of doing fire damage within reach and setting the ground ablaze, enemies within reach must make a DC 38 endurance check or be slowed and staggered on their next turn. Enemies that fail 3 times in a row are frozen

Toxic Dracozor: Replace Fireborn Aberration with Miasmatic Aberration

-Attacks: Ranged attacks lose 5 penetration and replace the energy damage and flames trait with the acid damage and corrosion trait. Targets whose defense and toughness are surpassed by melee attacks gain melting condition. Your melting condition gains hailfire 1. Gain +10 accuracy against target's toughness to apply Melting. Melting targets suffer -10 to endurance against your poison.

-Defenses: Gains +20 damage resistance against acid damage and cannot gain melting condition. Gain +20 to endurance checks against poison. Loses +40 damage resistance against flames attacks.

-Aura: Instead of doing fire damage within reach and setting the ground ablaze, enemies within reach must make a DC 43 endurance check or suffer 80 poison damage

Cosmic Dracozor: Replace Fireborn Aberration with Storm Aberration

-Attacks: Ranged attacks lose 5 penetration and replace the Flames trait with the Stun OR EMP trait. Targets whose defense and toughness are surpassed by melee attacks suffer a hit of 25 energy damage (pen 10) and gain the staggered condition

-Defenses: Gains +20 to endurance checks against the Stun trait. Loses +40 damage resistance against Flames attacks.

-Aura: Instead of doing fire damage within reach and setting the ground ablaze, enemies within 20 squares suffer a +33 attack against them, dealing 80 energy damage with the Stun and Penetration (10) traits. Stunned enemies deal 80 energy damage (penetration 10) to all targets within their reach



Primal Hollow Mother Description

The hollow mother is the apotheosis of the primal host. Now a hulking, building sized monster, the hollow mother is a living breeding ground capable of creating hundreds of warrior organisms in a scant few minutes. When threatened, these titans spawn hosts of vile creepers to fight alongside them, sacrificing them reckless to protect themselves. Afterwards, they show their own personal power in the form of their toxic onslaught; a hollow mother possesses near endless forms of poisons, toxins, and acids to repel enemies that threaten it.

While a hollow mother is similar in danger to other greater primals, it can create swarms of enemies that make her drastically more dangerous. Be incredibly careful of putting your players up against a hollow mother in combat. Even if they can defeat her, they might not be able to defeat her minions.

Primal Hollow Mother Tactics

Hollow mothers always begin encounters by laying eggs to create a powerful vile creeper swarms around it. These vile creeper swarms are immensely dangerous and hard to destroy. After creating its swarms, the hollow mother will try to stay behind them. Once the minions are spawned, the hollow mother stays back and blasts enemies with the acid spit, which is an impressive cone 24 of powerful acid. It does not care if hits its minions get hit with the blast. They are replaceable and exist only to protect her. Like most large primals, the mother can make a single strike as a minor action to beat enemies with if they get close.

The hollow mother can defend itself at close range with a wide variety of toxic defenses. Enemies that hit the mother take automatic acid damage. All foes within their reach must check against their poison every round and are automatically suffocating. Meanwhile, the mother's melting attack deals double damage and gives a -10 penalty against their acid. Their reach is also a cloud that causes concealment.

While the mother possesses a variety of close up attack and defense methods, their weakness is flying and long ranged enemies. Hollow mothers are terribly slow and cannot attack outside 24 squares. Thus, their best method of defense is to create primal mutalisks to engage flying foes. This a poor defense, however, and flying enemies remain a notable counter to the hollow mother.

Hollow Mother's Favored Evolution Powers: Biomass 100, 260 spawning points, regains 3 biomass a turn

- Transfusion;** 5 biomass; power useable as a standard action; heals one allied zerg within reach of 200 hit points
- Spawn Vile Creepers;** 10 biomass; full-round action; creates 5 vile creepers for 35 spawning points
- Spawn Primal Flyers;** 20 biomass; full-round action; creates 5 primal mutalisks for 90 spawning points
- Spawn Swarm of Vile Creeper;** 25 biomass; full-round action; creates 1 swarms of vile creepers for 105 spawning points

Hollow Mother's Favored Command Tactics: Command +24

- Focused;** commanded minions gain +5 to skill checks
- Rejuvenation;** commanded minions gain +12 regeneration
- Unyielding;** commanded minions gain 15 protection points each turn

Primal Hollow Mother

Level 30 (6 Paragon) Colossal-sized Primal Zerg Epic Heroic Character (Genetic Quirk: Fortitude/ Den Mother/ Birther/ Miasmatic Aberration/ Genetic Anomaly/ Elemental Terror/ Selective Breeder), Epic Threat

Skill Purchases: 28

Talent Purchases: 45

Ability Score Purchases: 40

Hit Points: 4,150

Healing Threshold: NA

Damage Threshold: 111

Defense: 13

Toughness: 78

Resolve: 39

Speed: 12

Shift Speed: 0

Morale Bonus: NA

Space: 10 by 10 squares

Reach: 10 squares

Initiative: +8

Damage Resistance: 69

Psionic Resistance: 56

Regeneration: 60

Biomass: 100

-**Primal Acid Spit** 1d20+51 accuracy, 88 damage, 1 strike maximum, special range; *Special Traits:* Penetration 40, Cone 24, Corrosion, Acid Damage

-**Primal Smashing Fist** 1d20+47 accuracy, 92 damage, 1 strikes maximum; *Special Traits:* Penetration 20, Cleaving 2

-**Primal Ripping Fangs** 1d20+48 accuracy, 88 damage, 1 strike maximum; *Special Traits:* Penetration 16, Cleaving 2, Rending 4

Skills: Acrobatics 4, Athletics 6, Command 14, Defensive Training 12, Durability 17, Endurance 15, Lore 6, Medicine 8, Melee 12, Mental Training 12, Perception 6, Ranged 12, Stealth 4, Survival 12

Skill Focuses: Command +2, Durability +5, Endurance +3, Medicine +2

Talents: Apex Survivalist, Biomass Reservoir IV, Bulwark, Close Combat Shot, Cynic, Defensive Fighting III, Devastating Cripple (melee II, ranged II), Emotionless, Enhanced Regeneration V, Evolution Powers, Hardened Survivalist, Natural Health III, Power Strike II, Resilience II, Resistant V, Resolute II, Unstoppable Movement, Weapon Mastery (ranged III, melee III), Zerg Skill Focus (stamina)

Evolution Powers: *Transfusion, Spawn Minions (primals), Spawn Primal Wurm, Primal Toxic Nest, Primal Spawn Broodling, Hatch Egg, Reincarnation, Spawn Swarm, Neural Parasite, Ocular Parasite*

Command Tactics: *Focused, Rejuvenation, Undying*

Evolutions: Consuming Acid, Elementally Charged Claws (Miasmic), Keen Senses, Mutating Carapace Slime, Primal Acid Spit, Primal Plated Carapace, Primal Ripping Fangs, Primal Smashing Fist, Quadruped, Obese Growths, Second Skin, Spawning Sacks, Special Blood: Acid Blood, Toxic Emissions

Strength: 30 **Instinct:** 8 **Agility:** 1 **Fortitude:** 40

Intelligence: 7 **Willpower:** 10

Gear: Tier 3 Colossal-sized Primal Acid Spit, Tier 3 Colossal-sized Primal Smashing Fist, Tier 3 Colossal-sized Primal Ripping Fangs, Tier 3 Primal Plated Carapace

Special Ability (Absorb the Punishment): The hollow mother gains 30 protection points at the start of each turn.

Special Ability (Mother of Primals): As a premier breeding pack leader, the hollow mother has a wide variety of abilities to create and support other primals.

-All Zerg within line of sight and medium range gain +30 regeneration from regenerative spores

-The Hollow Mother can perform surgery checks to cure crippling wounds, disfigurements, and perform surgery as if they had a trauma kit.

-As a full-round action, the hollow mother can direct her minions to attack. Upon doing so, 7 commanded minions can make an instant standard action.

-The hollow mother can spawn hosts of creatures to fight for her. She is exceptionally adept at spawning her Vile Creepers to fight for her, who cost only 20% the normal biomass amount. All other minions cost 1/3 the normal biomass. She can create two swarms of vile creepers for only 45 biomass.

-Once per day, the hollow mother can make an endurance check, recovering biomass equal to the check result

-As a minor action, the hollow mother can turn 20 biomass into 10 spawning points

Special Ability (Toxic Abomination): The hollow mother is rich with toxins, poisons, and acids, making her dangerous to fight.

-Any living creature that ends their turn within the Hollow Mother's reach must make a DC 43 endurance check or suffer 80 poison damage. When a creature is suffering from the Melting condition, they suffer -10 on endurance checks against the hollow mother's poison.

-The hollow mother's corrosion attacks gain +10 accuracy against toughness to see if they apply the melting condition. Her melting condition gains hailfire 1. If her melee attacks surpass the target's defense and toughness, the target gains the melting condition.

-When the hollow mother is wounded by a melee attack or adjacent ranged attack, the attacker suffers 60 acid damage (penetration 5).

-The hollow mother is surrounded by a toxic cloud. This cloud effects the hollow mother's squares and within their reach. Everyone within the area gains the benefit of concealment. Any non-Zerg within the area is unable to breathe and begins to suffocate. Because of the infectious toxicity of the spores, anyone suffocating takes twice normal damage and fatigue (30 damage and +2 fatigue per round).

-The hollow mother gains +20 damage resistance against acid attacks, cannot gain the Melting condition, and gains +20 to endurance tests against poison.

Special Ability (Incredible Strength): The hollow mother has a number of traits based on their great power.

-The hollow mother can make a single strike bite attack as a minor action once per turn

-The hollow mother can ram a terrain feature as a full-round action, dealing 150 damage with 60 penetration.

-The hollow mother can trample creatures whose squares it moves through as part of an action move, dealing 150 damage to those who cannot shift out of the way. Targets in the area can shift out of the way or make an opportunity attack

-The hollow mother can emit an earthquake, sending out a shockwave in a Burst 8 centered on one of their squares. They make a +30 attack against the toughness of every enemy in the area. Struck targets suffer 90 damage and are knocked prone. Targets who are not hit suffer 45 damage.

Primal Vile Creeper and Vile Creeper Swarm Description

The vile creeper is an exceptional dangerous and virulent strain of the common primal creeper. It is a hybrid of the creeper and the locust and is exclusively created as the chosen minions of hollow mothers. While small, vile creepers possess deadly toxins that make them a hazard. Like creepers, they explode into acid.

Creepers have little to no intelligence and are simple creatures that live as an extension of the hollow mother. Their short lives are spent seeking out threats and destroying themselves to stop them. They are frequently born in huge numbers, as they are the primary offspring of the hollow mother.

Primal Vile Creeper Tactics

Vile creepers, whether they are alone or in swarms, always follow the same tactics. They move up to enemies, blasting their foes with lines of acid. When they get adjacent to an enemy, they explode, regardless of collateral damage. Vile creeper swarms expend the maximum number of hit points with every volatile explosion, regardless of tactical concerns. In the meantime, those fighting off the approach of vile creepers must deal with their poison clouds, spiked hides, and double damage corrosion.

Primal Vile Creeper

Level 20 Medium-sized Primal Zerg Non-heroic Character (Genetic Quirk: Fortitude/ Bilemaw/ Venom Lord/ Vampiric Primal/ Miasmatic Aberration), Medium Threat

Skill Purchases: 19

Talent Purchases: 4

Ability Score Purchases: 11

Hit Points: 255

Healing Threshold: NA

Damage Threshold: 33

Defense: 23

Toughness: 22

Resolve: 12

Speed: 7, climb 7

Shift Speed: 2

Morale Bonus: +1

Space: 1 square

Reach: 1 square

Initiative: +6

Damage Resistance: 38

Psionic Resistance: 3

Regeneration: 9

Biomass: 18

-Volatile Explosion 1d20+8 accuracy, 90 damage, 1 strike maximum; *Special Traits:* Penetration 30, Burst 4, Acid Damage, Corrosion

-Primal Acid Spew 1d20+7 accuracy, 36 damage, +1 strike maximum, special range; *Special Traits:* Penetration 30, Line 8, Corrosion, Acid Damage, Poison (DC 30 endurance or 52 poison damage)

-Primal Ripping Fangs 1d20+12 accuracy, 36 damage, +2 strike maximum; *Special Traits:* Penetration 12, Rending 4, Corrosion, Bonus Acid Damage (58 acid damage, penetration 20), Bleed 1, Heal 7 Hit Points

Skills: Athletics 6, Defensive Training 6, Durability 7, Endurance 5, Melee 8, Ranged 6

Skill Focuses: Endurance +3, Melee +2, Ranged +2

Talents: Defensive Fighting, Enhanced Regeneration, Weapon Mastery (melee, ranged)

Evolutions: Acid Strikes (bite), Adrenal Glands, Crawler, Elementally Charged Claws, Gills, Keen Senses, Nest of Blades, Primal Acid Spew, Primal Plated Carapace, Primal Ripping Fangs, Special Blood: Acid Blood, Volatile Explosion*,

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

Intelligence: 1 **Willpower:** 2

Gear: Tier 2 Primal Acid Spew, Tier 3 Ripping Fangs, Tier 3 Primal Plated Carapace

Special Ability (Volatile Explosion): The creeper can self-detonate as a standard action, exploding in a massive blast of acid. The amount of damage is equal to 5x its current Biomass level (normally 90) This is a melee attack, can be used at the end of a charge, and has the Penetration (20), 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 creeper is killed when using this attack.

Special Ability (Highly Corrosive): When the creeper deals the melting condition to a target, it deals 15 piercing damage with hailfire 1. The creeper gains +20 damage resistance against acid attacks.

Special Ability (Poison): The creeper deals poison with its acidic spew ranged attack. Targets that are hit by the acidic spew must make a DC 30 endurance check or suffer 52 poison damage and be tormented for 2 rounds. Any creature that ends their turn adjacent to the creeper must also check against the poison or suffer the damage and condition.

Special Ability (Bladed Carapace): Anyone that hits the creeper in melee or grapples with it suffers 18 damage, with a penetration of 3.

Special Ability (Keen Senses): The creeper automatically detects any creature within 12 squares of it.

Special Ability (Acid Blood): Once the creeper is wounded by a melee attack or an adjacent ranged attack, the attacker suffers 40 acid damage (penetration 5).

Swarm of Primal Vile Creeper

Level 38 Colossal-sized Swarm of Primal Zerg Non-heroic Character (Genetic Quirk: Fortitude/ Bilemaw/ Venom Lord/ Vampiric Primal/ Miasmic Aberration), Extreme Threat

Skill Purchases: 19

Talent Purchases: 4

Ability Score Purchases: 11

Hit Points: 7,650

Healing Threshold: NA

Damage Threshold: NA

Defense: 15

Toughness: 75

Resolve: 12

Speed: 7, climb 7

Shift Speed: 2

Morale Bonus: NA

Space: 8 by 8 squares

Reach: 2 square

Initiative: +6

Damage Resistance: 38

Psionic Resistance: 3

-Volatile Explosion 1d20+28 accuracy, 90 damage, 1 strike maximum; *Special Traits:* Penetration 30, Burst 4, Hailfire 1, Acid Damage, Corrosion

-Primal Acid Spew 1d20+37 accuracy, 72 damage, +1 strike maximum, special range; *Special Traits:* Penetration 30, Line 8, Hailfire 1, Corrosion, Acid Damage, Poison (DC 30 endurance or 52 poison damage)

-Primal Ripping Fangs 1d20+42 accuracy, 72 damage, +2 strike maximum; *Special Traits:* Penetration 12, Rending 4, Hailfire 1, Corrosion, Bonus Acid Damage (116 acid damage, penetration 20), Bleed 1, Heal 7 Hit Points

Skills: Athletics 6, Defensive Training 6, Durability 7, Endurance 5, Melee 8, Ranged 6

Skill Focuses: Endurance +3, Melee +2, Ranged +2

Talents: Defensive Fighting, Enhanced Regeneration, Weapon Mastery (melee, ranged)

Evolution: Acid Strikes (bite), Adrenal Glands, Crawler, Elementally Charged Claws, Gills, Keen Senses, Nest of Blades, Primal Acid Spew, Primal Plated Carapace, Primal Ripping Fangs, Special Blood: Acid Blood, Volatile Explosion*

Strength: 6

Instinct: 6

Agility: 6

Fortitude: 10

Intelligence: 1

Willpower: 2

Gear: Tier 2 Primal Acid Spew, Tier 3 Ripping Fangs, Tier 3 Primal Plated Carapace

Special Ability (Volatile Explosion): The creeper swarm can self-detonate a number of its hit points as a standard action, exploding in a massive blast of acid. The amount of damage is equal to 5x its current Biomass level (normally 90) This is a melee attack, can be used at the end of a charge, and has the Penetration (20), 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 creeper is killed when using this attack. When exploding, the swarm spends 255 hit points. For every 255 extra hit points it spends on the attack, the attack gains +2 accuracy and +1 hailfire. It can spend a maximum of 1,275 hit points on an attack.

Special Ability (Highly Corrosive): When the creeper deals the melting condition to a target, it deals 15 piercing damage with hailfire 1. The creeper gains +20 damage resistance against acid attacks.

Special Ability (Poison): The creeper deals poison with its acidic spew ranged attack. Targets that are hit by the acidic spew must make a DC 30 endurance check or suffer 52 poison damage and be tormented for 2 rounds. Any creature that ends their turn adjacent to the creeper must also check against the poison or suffer the damage and condition.

Special Ability (Bladed Carapace): Anyone that hits the creeper in melee or grapples with it suffers 18 damage, with a penetration of 3.

Special Ability (Keen Senses): The creeper automatically detects any creature within 12 squares of it.

Special Ability (Acid Blood): Once the creeper is wounded by a melee attack or an adjacent ranged attack, the attacker suffers 40 acid damage (penetration 5).

Special Ability (Swarm Traits): The swarm of vile creepers is immune to crippling wounds, combat influence, and has no morale score or healing threshold. Area of effect attacks gain additional hailfire when targeting swarms. Bursts gain +1 hailfire per burst area, cones gain +1 hailfire per 2 cone value, and lines gain +1 hailfire per 4 hailfire. All these effects can gain a maximum of +4 hailfire from area attacks, stacking with other sources of hailfire. In addition, swarms gain Hailfire (2) when attacking another swarm.

Broodmother Bestiary

This section includes example broodmothers made via the broodmother player race described earlier in the supplement. This statistics can represent the famous broodmothers from StarCraft lore as presented, or have the statistics repurposed to represent any broodmother you need them to be in your own StarCraft campaigns.

Naktul Description

Naktul was a lesser broodmother whose brood focused on large frontal attacks with huge numbers. Naktul personally led her swarm into battle, having focused her evolutions into her personal combat ability. Over time, she grew increasingly more dangerous bladed appendages. She was the first broodmother to encounter Kerrigan after she was returned to human form. Quickly pledging herself to the humanized Kerrigan, her fledgling brood helped destroy a Dominion outpost. After Kerrigan fully returned to her Zerg status, Naktul rallied other broodmothers to return to serve the queen once again.

These statistics can either represent the broodmother Naktul, or any warrior queen broodmother.

Naktul Tactics

Naktul's focus is personal combat. When engaging foes at range, she will mark her preferred target with *Relentless Pursuit* so she can chase them down and activate a *Psionic Barrier* to her last to get in melee. Using her Zerg minions to engage her foes, she will move towards her enemies while bombarding foes with her spine banks. If she is within range, she will use *Parasitic Invasion* to weaken her enemies before fighting them up close.

Once in melee, she will activate *Enhanced Fangs* to increase her offensive output and tear enemies apart with her barbed tendrils, hitting at a healthy reach of 6 squares. When damaged, she will activate *Queen's Fury* to make a counter attack at all nearby enemies, then use *Surge of Activity* to get another attack in at whoever she dislikes. If foes try to attack her in melee, they will suffer 55 damage, pen 16, from her bladed hide. She tries to engage as many foes as possible, so she can hit a maximum number of enemies with her reactions and *Queen's Fury*.

Naktul's Favored Psionic Powers: Psi Level 5, +24 psionic manifestation bonus, recovers 1 energy fatigue per turn

-**Enhanced Fangs;** DC 12 manifestation as a minor action; 6 energy fatigue; natural weapons gain +5 damage and +2 rending, lasts 5 rounds

-**Surge of Activity;** DC 14 manifestation as a reaction; 6 energy fatigue; upon manifestation, broodmother can take a standard action even though it is not their turn, can only be used once per turn between the turns of other characters or NPCs

Naktul's Favored Evolution Powers: Biomass 52, regains 1 biomass per turn

-**Parasitic Invasion;** 20 biomass; power useable as a standard action; +32 attack versus the defense and toughness of 5 targets at medium range; roll a wound location for each target struck, they suffer 10 piercing damage the first two rounds, with stacking conditions and damage each round after the second, all wounds dealt to the infected area; see the *Parasitic Invasion* power under Level 25 Advancements in the Broodmother chapter

-**Consumption;** 1 biomass; power useable as a full-round action; allied zerg with medium range takes 15 damage per round sustained, while broodmother restores 5 biomass per round, damage resistance does not protect against damage, sustained as a full-round action

Naktul's Favored Command Tactics: Command +19

-**Adrenaline;** commanded minions gain +4 accuracy and can perform aim actions

-**Fervor;** commanded minions gain +4 accuracy and can perform aim actions

-**Swarm Maneuvering;** commanded minions gain +4 defense and toughness

Naktul

Level 26 Huge-sized Epic Heroic Broodmother (Warrior Queen 3, Evolutionary Matriarch 1, Swam Witch 1, Hive Empress 1), Formidable Threat

Skill Purchases: 35

Talent Purchases: 31

Ability Score Purchases: 21

Hit Points: 1,064

Healing Threshold: NA

Damage Threshold: 55

Defense: 29

Toughness: 46

Resolve: 29

Speed: 17

Shift Speed: 2

Morale Bonus: +9

Space: 3 by 3 squares

Reach: 6 squares

Initiative: +8

Damage Resistance: 55

Psionic Resistance: 35

Regeneration: 15

Biomass: 52

-Spine Banks 1d20+22 accuracy, 54 damage +27 damage from acid coating, +3 strikes maximum, long range; *Special Traits:* Penetration 31, Rending 9, Bleed 2, Penetration (5, Acid Coating extra damage only), Acid Damage (acid coating extra damage only)

-Scything Claws 1d20+25 accuracy, 56 damage, +3 strikes maximum; *Special Traits:* Penetration 32, Rending 9, Bleed 2

-Barbed Tendrils 1d20+26 accuracy, 75 damage, +1 strike maximum; *Special Traits:* Penetration 30, Rending 9, Reach +2, Bleed 2

-Barbed Tendrils w/ Queen's Fury 1d20+31 accuracy, 80 damage, +1 strike maximum; *Special Traits:* Penetration 30, Rending 9, Bleed 8, All enemies within 6 squares

Skills: Acrobatics 6, Athletics 8, Command 11, Defensive Training 13, Durability 13, Endurance 10, Lore 6, Melee 13, Mental Training 11, Perception 8, Psionics 10, Ranged 11, Stealth 6, Survival 8, Tactics 8

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

Talents: Apex Survivalist, Close Combat Shot, Combat Reflexes, Command Tactics, Defensive Fighting III, Devastating Cripple (melee), Evolved Royalty IV, Extra Adaptation x5 (Gamete Meiosis, Plated Carapace, Tier 3 Natural Weapons, Tier 3 Natural Armor, Improved Impulses), Hardened Survivalist, Psi Level 2, Psi Level 3, Psi Level 4, Psi Level 5, Resilience II, Weapon Mastery (melee II, ranged II), Zerg Skill Focus x3 (brutality, speed, stamina)

Psionic Powers: *Reading, Messaging, Compel Action, Enhanced Fangs, Dominate Minion, Surge of Activity*

Evolution Powers: *Corrosive Bolt, Frenzy, Consumption, Parasitic Invasion*

Command Tactics: *Adrenaline, Fervor, Push, Swarm Maneuvering, Undying, Unyielding*

Advancements: *Queen's Fury, Growing Brood, Relentless Pursuit, Psionic Barrier, Blade Mother, Parasitic Invasion*

Adaptations: *Barbed Tendrils, Acid Coating, Tier 2 Natural Weapons, Tier 2 Natural Armor, Lashing Tendrils, Reinforced Zerg Carapace, Adrenal Glands, Gamete Meiosis, Plated Carapace Natural Armor, Tier 3 Natural Weapons, Tier 3 Natural Armor, Improved Impulses*

Strength: 15

Instinct: 6

Agility: 7

Fortitude: 14

Intelligence: 4

Willpower: 8

Gear: Tier 3 Huge-sized Spine Banks with Acid Coating, Tier 3 Huge-sized Scything Claws, Tier 3 Huge-sized Barbed Tendrils with Lashing Tendrils, Tier 3 Zerg Plated Carapace

Special Ability (Queen's Fury): When the broodmother takes damage from a weapon attack, she can spend 2 biomass as a reaction to make a barbed tendril attack at every enemy within 6 squares. This uses the Queen's Fury attack profile above.

Special Ability (Chosen Zerg Minions): The broodmother is always accompanied by 4 zerglings that she personally spawned. These zerglings protect her and must remain within medium range of her. They go after her in initiative. They use the normal profile for zerglings, modified in the following ways: +1 power rating; +2 damage resistance; +10 attack accuracy, defense, toughness, and resolve, +10 maximum hit points; +1 strike with their scything claws and +2 damage per attack overage with their scything claws. Any zergling can spend a full-round action to change into a baneling. These minions can be replaced by spending 1 minute to spawn new zerglings.

Special Ability (Blade Mother): When an enemy hits a broodmother with an attack, that enemy suffers 55 damage, with penetration 16. If they suffer hit point damage from this, they gain 2 bleed.

Special Ability (Relentless Pursuit): The broodmother can mark an enemy as a free action as the victim she will pursue. If that enemy moves on their turn, the broodmother can make an instant move action to move towards them. If they double move or sprint, the broodmother can instantly do the same. If they shift, the broodmother makes a normal move. The broodmother's movement does not provoke opportunity attacks and ignores difficult terrain. If, at the end of the broodmother's movement, her pursued target is within her reach, she can make a melee opportunity attack against them with her full number of strikes. The movement from this ability does not use up a reaction, but the attack does.

Special Ability (Psionic Barrier): The broodmother can weave a force field around her by spending psionic energy. As a move action once per encounter, she can spend any number of available energy fatigue to weave herself a barrier. Upon doing so, she gains a personal energy shield with a shield pool of 10 x energy fatigue used. This shield has no shield armor and lasts for 5 minutes or until depleted.

Special Ability (Gamete Meiosis): Once per hour, the broodmother can spend a move action improving her recovery. For the next 3 rounds, the broodmother's regeneration increases to 30 and she regains 4 biomass per turn.

Special Ability (Impulsive Reactions): The broodmother can make 3 reactions per turn, threatens at a 6 square reach, and can make her full number of strikes with an opportunity attack.

Special Ability (Evolution Powers): The broodmother can use Zerg evolution powers and has access to Advanced Biomancy and Basic Spawning.

Special Ability (Zerg Psychic): The broodmother has Psi Level of 5 and can draw powers from the Augmentation, Telekinesis, or Telepathy disciplines. The creature also possesses Psionic Detection, Natural Mind Reading, and an Instinctive Telepathic Link with Zerg.

Special Ability (Zerg Royalty): The broodmother is a mastermind strain and can use the Command skill to issue orders to minion and command strain Zerg. She has a Command limit of 88.

Special Ability (Zerg Traits): Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower.



Kilysa Description

Kilysa is a hyper intelligent broodmother that possesses the largest fleet of leviathans out of any broodmother. Her success at breeding these titanic creatures comes from her intense understanding of zerg evolution and how to manipulate essence. Amongst other broodmothers, Kilysa is renowned for her ability to control others and manipulate matter. She possesses psionic abilities that rival that of elder protoss.

These statistics can either represent the broodmother Kilsya, or any caster broodmother.

Kilysa Tactics

Kilysa is a physically weak broodmother that has no dedicated minions. However, she is also a powerful figure with a massive brood, including a large fleet. She is usually encountered in the heart chamber of one of her leviathans, where she has endless minions to call from in all directions. While she hides behind her protectors, she will unleash an onslaught of psionic powers on her foes.

Kilysa has a very high manifestation bonus, incredible energy recovery, and advantage on manifestation and psionic accuracy checks. She will usually start encounters with a *Phantom Crawlers*, which will distract a number of her enemies for a time. In the meantime, she will grab a threatening enemy with *Dominare* and use *Crush* to destroy large enemies. For general psionic offense, she will use *Move Object* and *Telekinetic Impact* to smash her foes apart, though she generally prefers *Corrosive Bolt* to those powers. *Telekinetic Shockwave* is reserved for her getting swarmed in melee.

In the meantime, Kilysa is also excellent at evolution powers. If *Phantom Crawlers* fails to hinder her foes, she will use *Bio-Plasma Stasis* to disable them. *Corrosive Bolt* is her highest direct offense power, but the burst can sometimes hurt her own minions. *Blinding Cloud* can funnel enemies out of an area, while *Ensnare* is the perfect counter for cloaked foes whom she is roughly aware of their location. Like all powerful Zerg, she used *Mend* to fix her injuries, or *Bloodling* if her hit points are low enough.

Kilysa has a wide variety of other powers to weaken her foes with. *Rage Blast* can be used every few rounds for a power deterring blast. Bile release deals automatic damage to nearby foes whenever she uses a power. If in melee, she keeps *Acid Storm* active to deal steady damage to her foes. With urgently low levels of biomass, she can activate *Mass Siphon* to drain all nearby foes, dealing irresistible damage and recovering plenty of biomass.

Kilysa's Favored Psionic Powers: Psi Level 10, +45 psionic manifestation bonus (advantage), recovers 11 energy fatigue per turn

-Crush; DC 30 manifestation as a standard action; 24 energy fatigue; +51 attack with advantage versus opposed athletics, acrobatics, or pilot at remote range, target must be gargantuan-sized or larger, target is lifted 5 squares off the ground, is Immobilized and Staggered, non-vehicles can make a DC 41 strength test to end the effect, on the turn after the target takes 550 damage

-Dominate; DC 26 manifestation as a standard action; 18 energy fatigue; +29 attack with advantage versus resolve against the target at medium range, struck targets have their thoughts and actions controlled by the caster and will serve their every command without question, opposing psionics can try to break the enslavement with an opposed psionics check, otherwise does not end until caster or target is reduced to 0 hit points, can only command 12 minions at once

-Move Object; DC 18 manifestation as a standard action; 2 energy fatigue +1 per round sustained; caster can grab up to 5 colossal size or smaller objects within remote range and move them 11 squares per round, objects can instead be hurled up to 33 squares dealing damage as the type of object they are, +24 accuracy with thrown objects

-Phantom Crawlers; DC 20 manifestation as a standard action; 6 energy fatigue; +35 attack with advantage versus resolve at 10 terrans or protoss within medium range, those effected must make a DC 22 willpower check each round or suffer conditions based on how much they failed by (Fail by 1: Tormented; Fail by 3: Tormented and Slowed; Fail by 5: Tormented, Slowed, and Staggered; Fail by 8; Stunned), target must succeed 5 willpower checks to end effect

-Telekinetic Impact; DC 22 manifestation as a standard action; 6 energy fatigue; +29 attack with advantage versus defense and toughness at long range, target takes 75 damage with Close Quarters weapon trait, if the attack hits toughness, target is knocked prone

-Telekinetic Shockwave; DC 24 manifestation as a full-round action; 10 energy fatigue; +29 attack with advantage versus defense and toughness against all targets in a Burst 22 centered on caster, striking defense deals 75 damage, striking toughness pushes 1 square +1 per 5 points attack surpassed toughness and knocks prone.

Kilysa's Favored Evolution Powers: Biomass 61, regains 7 biomass per turn

- Bio-Plasma Stasis;** 24 biomass; power useable as a standard action; +33 attack against toughness at remote range, Burst 30 area, all struck targets are immobilized and stunned, and can only perform psionic actions, vehicles suffer a collision, power lasts 4 rounds
- Blinding Cloud;** 3 biomass; as standard action; cloud effects a Burst 6 along the ground at distant range, everyone within the area is Blinded until they leave the cloud and 1 round afterwards, cloud lasts for 6 rounds
- Corrosive Bolt;** 4 biomass; power useable as a standard action; +37 attack at long range, 120 damage; Penetration 15, Burst 2, Acid Damage, Corrosion
- Mend;** 10 biomass; as free action, allows brood mother to regain 135 hit points and increases regeneration by 24 for 5 rounds. Allied zerg within short range heal 75 hit points and increase regeneration by 14.
- Ensnare;** 4 biomass; Burst 8 at distant range; area becomes difficult terrain for 1 minute (10 rounds), +32 attack roll against all targets within the area, area is difficult terrain, struck targets are Slowed and cannot benefit from Hidden or Cloaking; removed with a DC 25 acrobatics test as full-round action; area lasts 10 rounds

Kilysa's Favored Command Tactics: Command +30

- Focused;** commanded minions gain +6 to all skill checks
- Rejuvenation;** commanded minions gain +14 regeneration
- Swarm Maneuvering;** commanded minions regain 6 biomass each turn
- Undying;** command minions gain 18 protection points at the start of each of the commander's turns

Kilysa

Level 30 Huge-sized Epic Heroic Broodmother (Evolutionary Matriarch 4, Swarm Witch 3), Formidable Threat

Skill Purchases: 31

Talent Purchases: 42

Ability Score Purchases: 23

Hit Points: 1,116

Healing Threshold: NA

Damage Threshold: 54

Defense: 29

Toughness: 43

Resolve: 37

Speed: 17

Shift Speed: 2

Morale Bonus: +13

Space: 3 by 3 squares

Reach: 3 squares

Initiative: +8

Damage Resistance: 30

Psionic Resistance: 53

Regeneration: 20

Biomass: 61

-**Spine Banks** 1d20+26 accuracy, 48 damage, +3 strikes maximum, long range; *Special Traits:* Penetration 12-**Scything Claws** 1d20+25 accuracy, 40 damage, +3 strikes maximum; *Special Traits:* Penetration 12**Skills:** Acrobatics 6, Athletics 6, Command 12, Defensive Training 13, Durability 15, Endurance 12, Lore 13, Medicine 12, Melee 13, Mental Training 15, Perception 8, Psionics 15, Ranged 15, Science 15, Survival 8, Tactics 8**Skill Focuses:** Durability +3, Mental Training +3, Psionics +3, Ranged +3, Science +3, +1 all skills**Talents:** Apex Survivalist, Awesome Abilities (willpower), Close Combat Shot, Command Tactics, Defensive Fighting II, Endless Energy IV, Extra Adaptations x4 (Tier 2 Natural Weapons, Tier 2 Natural Armor, Tier 3 Natural Weapons, Tier 3 Natural Armor), Evolved Royalty V, Evolution Powers x2, Hardened Survivalist, Psi Level 2, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psi Level 9, Psi Level 10, Psychic Discipline Focus (telekinesis II), Psychic Power x3, Resilience II, Weapon Mastery (ranged), Zerg Skill Focus x3 (will, stamina, corrosion)**Psionic Powers:** *Reading, Messaging, Compulsion, Hidden Sight, Feedback, Mind Blast, Mind Ripple, Dominate, Manipulate, Move Object, Telekinetic Push, Telekinetic Impact, Telekinetic Shockwave, Telekinetic Grasp, Levitation, Telekinetic Dome, Crush***Evolution Powers:** *Corrosive Bolt, Frenzy, Consumption, Transfusion, Wild Mutation, Mend, Bio-Plasma Discharge, Bio-Plasma Stasis, Blinding Cloud, Ensnare, Creeping Infection***Command Tactics:** *Fervor, Focused, Push, Rejuvenation, Replenishment, Swarm Maneuvering, Terrifying, Undying, Unyielding***Advancements:** *Acid Storm, Multi-Casting, Phantom Crawlers, Bloodling, Mass Siphon, Rage Blast, Monarch of Genetics***Adaptations:** *Enhanced Cranium, Projection Muscles, Multi-Tasking, Recycled Psionic Energy, Reinforced Carapace, Lateral Thinking, Second Brain, Bile Release, Greater Understanding, Tier 2 Natural Weapons, Tier 3 Natural Weapons, Tier 2 Natural Armor, Tier 3 Natural Armor***Strength:** 12**Instinct:** 6**Agility:** 6**Fortitude:** 12**Intelligence:** 8**Willpower:** 12**Gear:** Tier 3 Huge-sized Spine Banks, Tier 3 Huge-sized Scything Claws, Tier 3 Zerg Reinforced Carapace**Special Ability (Acid Storm):** By spending a minor action and 4 biomass, the broodmother can deal 45 acid damage (penetration 30) to targets within 4 squares of her. In addition, she makes a +30 attack versus toughness against all targets in the area, applying the melting condition on a hit.

Special Ability (Rage Blast): The broodmother can release her rage in a psionic attack that contains both cripples the mind with telepathy and throws them about with telekinesis. This power can be used as a minor action, but costs 12 energy fatigue and 5 biomass. It does not require a manifestation check. The power effects a Cone (40) area and makes a +29 attack that has an accuracy bonus equal to the number of hit points the broodmother is missing divided by 10. The attack is made against defense, toughness, and resolve, and effects are resolved independently based on which values are hit. If the attack hits defense, the target suffers 90 damage. If the attack hits toughness, the target is knocked prone and pushed backwards 1 square, +1 square per 5 points the attack surpassed toughness. If the attack hits resolve, the target suffers 90 psionic damage and is Slowed for 2 turns. After this power is used, it cannot be used again until 5 rounds have passed.

Special Ability (Mass Siphon): Up to twice per encounter, the broodmother can drain the essence of all living foes with medium range as a standard action. All biological enemies within that range that do not have cover against her are forcibly drained as she consumes their life force. Every hit enemy suffers 20 piercing damage, and she recovers 10 hit points and 2 biomass for every struck target. If there are any enemy swarms in the area, they suffer 100 damage and she covers 50 hit points and 10 biomass per swarm.

Special Ability (Bloodling): The broodmother can spend 5 biomass as a move action to create a bloodling. The broodmother can take the bloodling for herself or give it to an adjacent Zerg ally within reach that is no larger than colossal in size. The target is then known as the host. Every round, the bloodling increase the target's regeneration by their damage threshold for the next 3 rounds (54 in the broodmother's case). Keep track of how much healing the target receives over those 3 rounds. At the end of the target's third round, the bloodling explodes. It deals automatic damage to the host target and all other targets within 3 squares of the host. The damage is $\frac{1}{2}$ the total damage the bloodling healed over 3 rounds. This attack hits automatically but has no penetration.

Special Ability (Psionic Power): The broodmother is a powerful psychic and gains the following abilities that relate to psionics.

- The broodmother gains advantage on psionic manifestation checks and psionic attack rolls
- When manifesting a psionic power, the broodmother can spend 3 biomass and increase the energy cost of a power by 50% to cast it twice. This only effect instant or persistent powers.
- The first power the broodmother manifests in an encounter cost half as much energy fatigue. In addition, when she spends an action to recover energy, her next power costs half as much.
- When the broodmother kills an enemy with a psionic power, she regains 1 energy fatigue she spent on the power

Special Ability (Second Brain): The broodmother can use two combat behaviors in a single turn. Her tactics combat augmentations last until the end of the encounter or until changed.

Special Ability (Bile Release): When the broodmother manifests an evolution power, she deals 25 acid damage (penetration 20) to all enemies within her reach.

Special Ability (Immortal): If the broodmother is slain by hit points, disfigurement, or crippling wounds but is within 100 miles of a hive cluster, she will regrow there after spending 24 hours in a chrysalis. Once she does this, she cannot do it again for 3 days. The only way to permanently kill her is to destroy the hive cluster, kill her while she is out of reach of her cluster, or kill her in those 3 days.

Special Ability (Evolution Powers): The broodmother can use Zerg evolution powers and has access to Paragon Biomancy and Advanced Pestilence.

Special Ability (Zerg Psychic): The broodmother has Psi Level of 10 and can draw powers from the Augmentation, Telekinesis, or Telepathy disciplines. The creature also possesses Psionic Detection, Natural Mind Reading, and an Instinctive Telepathic Link with Zerg.

Special Ability (Zerg Royalty): The broodmother is a mastermind strain and can use the Command skill to issue orders to minion and command strain Zerg. She has a Command limit of 180.

Special Ability (Zerg Traits): Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower.



~Kilysa, Deep within her breeding chamber (top)

~Niadra, leading her war on the protoss (bottom)



Niadra Description

Niadra is a special broodmother, created specifically by the Queen of Blades to exterminate the last of the protoss on Kaldir. She was born of a larval parasite placed inside the protoss Lasarra, who burst out and rapidly grew and created her own brood upon the ship. While she was successful in destroying the protoss, she lost communication with her creator, and thus began to follow her last directive: exterminating the protoss. She grew her brood and spread to fringe planets, where she created traps to lure the protoss in to slay them. Refusing to follow the commands of the current overqueen, Zagara, Niadra's brood has become a fringe faction that threatens the balance of peace in the Kopurlu Sector.

These statistics can either represent the broodmother Niadra, or any hive empress broodmother.

Niadra Tactics

Niadra is tough and hard to harm, but does not have much personal offense. Much of her strength comes from her large group of chosen minions, including 6 zerglings, 3 roaches, 3 hydralisks, and a ravager. Because of her hive empress advancements, these minions are far more powerful than normal. She uses them to protect herself and destroy her foes. If she is facing protoss she uses her special Destroy the Protoss combat augmentation to empower her minions attacks against her hated foes.

In combat, Niadra's focus is to weaken her foes with telepathy while her minions do the heavy lifting. For this purpose, she relies on *Psionic Scream* and *Psionic Maelstrom* to paralyze her foes with telepathic power, while then weakening her enemies with *Devouring Tide*. If friend or enemies fall, she will replenish her numbers with *Infect Corpses* to create empowered broodlings. If she loses all or most of her chosen minions, she can replenish them all with a single full-round action once per encounter.

When Niadra is to simply weakening her enemies and choses to attack them, her favorite attack is *Mind Blast*. She reduces psionic resistance by 30 against her powers, which can allow her to deal amazing damage with *Mind Blast* and *Mind Ripple*. *Corrosive bolt* is also used, but more as a long-ranged artillery barrage. *Spawn Broodling* is saved to finish off enemies. Keep in mind that Zagara and all her allies within 6 squares heal 24 hit points every time she manifests a power.

Niadra's Favored Psionic Powers: Psi Level 8, +27 psionic manifestation bonus, recovers 4 energy fatigue per turn

- Mind Blast;** DC 20 manifestation as a standard action; 6 energy fatigue; +25 attack versus resolve at medium range, target takes 72 psionic damage and loses a morale, Penetration 30, Burst (1), Rending 4
 - Mind Ripple;** DC 22 manifestation as a full-round action; 12 energy fatigue; +25 attack versus resolve in a Burst 8 centered on the caster, targets takes 72 psionic damage and loses a morale; Penetration 30, Rending 4
 - Psionic Maelstrom;** DC 24 manifested as standard action; 16 energy fatigue; +29 attack versus resolve at distant range, Burst 8 area, struck targets are stunned, stunned targets must make a DC 23 endurance with disadvantage at the end of each of their turns; gains a +2 bonus on the check for every round they are stunned, can make a check to cancel when taking damage
 - Summoning;** DC 18 manifestation as a minor action; 10 energy fatigue; summons two mutalisks or three roaches to aid the caster two rounds from then
-

Niadra's Favored Evolution Powers: Biomass 67, regains 2 biomass per turn

- Corrosive Bolt;** 3 biomass; power useable as a standard action; +34 attack at remote range, 90 damage; Penetration 7, Burst 4, Acid Damage, Corrosion
 - Mend;** 10 biomass; as free action, allows brood mother to regain 60 hit points and increases regeneration by 10 for 5 rounds. Allied zerg within short range heal 30 hit points and increase regeneration by 5.
 - Spawn Broodling;** 9 biomass; biological target within long range; +32 attack versus defense and toughness, 50 damage, Rending 5, two broodlings appear adjacent to target after the caster.
-

Niadra's Favored Command Tactics: Command +34

- Adrenaline;** commanded minions gain +5 accuracy and can perform aim actions
 - Rejuvenation;** commanded minions gain +14 regeneration
 - Swarm Maneuvering;** commanded minions regain 6 biomass each turn
 - Undying;** command minions gain 18 protection points at the start of each of the commander's turns
-

Niadra

Level 30 (Paragon 6) Huge-sized Epic Heroic Broodmother (Hive Empress 5, Evolutionary Matriarch 2, Swam Witch 2), Formidable Threat

Skill Purchases: 34

Talent Purchases: 42

Ability Score Purchases: 34

Hit Points: 1,725

Healing Threshold: NA

Damage Threshold: 80

Defense: 26

Toughness: 50

Resolve: 44

Speed: 10

Shift Speed: 2

Morale Bonus: +13

Space: 3 by 3 squares

Reach: 3 squares

Initiative: +16

Damage Resistance: 61

Psionic Resistance: 66

Regeneration: 41

Biomass: 67

-Spine Banks 1d20+24 accuracy, 39 damage +19 damage from acid coating, +4 strikes maximum, long range; *Special Traits:* Penetration 18, Rending 6, Penetration (5, Acid Coating extra damage only), Acid Damage (acid coating extra damage only)

-Scything Claws 1d20+28 accuracy, 52 damage, +4 strikes maximum; *Special Traits:* Penetration 18, Rending 6

-Scything Claws w/ Cleaving 1d20+23 accuracy, 52 damage, +4 strikes maximum; *Special Traits:* Penetration 18, Rending 6, Cleaving 1

Skills: Acrobatics 8, Athletics 8, Command 16, Defensive Training 13, Durability 16, Endurance 13, Lore 12, Melee 16, Mental Training 16, Perception 10, Psionics 13, Ranged 13, Science 10, Stealth 10, Survival 13, Tactics 16

Skill Focuses: Command +3, Durability +3, Melee +3, Mental Training +3, Tactics +3, +1 all skills

Talents: Apex Survivalist, Awesome Abilities (strength, fortitude), Close Combat Shot, Command Tactics, Defensive Fighting III, Devastating Cripple (melee), Endless Energy II, Epic Extra Adaptation, Extra Adaptation x6, Evolution Powers x2, Hardened Survivalist, Psi Level 2, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psychic Power, Resilience II, Resistant V, Resolute II, Weapon Mastery (melee III), Zerg Skill Focus x3 (brutality, stamina, will)

Psionic Powers: *Reading, Messaging, Compel Action, Surge of Activity, Dominate Minions, Summoning, Hidden Sight, Stop Organ, Mind Blast, Mind Ripple, Mind Overload, Psionic Maelstrom*

Evolution Powers: *Corrosive Bolt, Frenzy, Consumption, Transfusion, Wild Mutation, Mend, Siphon Life, Devour, Bio-Plasma Blood, Spawn Larvae, Ocular Parasite, Spawn Broodling, Spawn Creep Tumor, Hatch Egg, Invite Metamorphosis*

Command Tactics: *Fervor, Focused, Push, Rejuvenation, Replenishment, Swarm Maneuvering, Terrifying, Undying, Unyielding*

Advancements: *Infect Corpses, Growing Brood, Devouring Tide, Regrowth, Psionic Mending, Lethal Evolution, Monarch of the Swarm, Psionic Scream, Corrosive Bombardment*

Adaptations: *Sweeping Claw, Acid Coating, Multi-Tasking, Metabolic Boost, Know Your Enemy (protoss), Lateral Thinking, Adrenal Glands, Biologically Adapted Loyalty, Greater Understanding, Reinforced Carapace, Plated Carapace, Juggernaut Carapace, Tier 2 Natural Weapons, Tier 3 Natural Weapons, Tier 2 Natural Armor, Tier 3 Natural Armor*

Strength: 19

Instinct: 8

Agility: 9

Fortitude: 20

Intelligence: 8

Willpower: 10

Gear: Tier 3 Huge-sized Spine Banks with Acid Coating, Tier 3 Huge-sized Scything Claws, Tier 3 Zerg Juggernaut Carapace

Special Ability (Infect Corpses): The broodmother can cause broodlings to emerge from nearby corpses. This ability costs 1 biomass per corpse and is used as a minor action. Up to 4 biological corpses within short range suddenly explode, each one spawning 2 broodlings. These broodlings are free minions that gain the benefits under the Chosen Zerg minions ability. Like all chosen minions, they act on the end of your turn. These broodlings only last for 3 rounds, however. After they take their third turn, they instantly die. These broodlings cannot be in turn used as targets for *Infect Corpses*.

Special Ability (Chosen Zerg Minions): The broodmother is always accompanied by a group of zerg that she personally spawned. These minions include 6 zerglings, 3 roaches, 3 hydralisks, and a ravager. These minions protect her and must remain within medium range of her. They go after her in initiative. They use the normal profile for creatures of that type, modified in the following ways based on creature:

-All minions gain +4 power ratings of damage, +2 rending, +20 damage resistance, and +50 maximum hit points. When the broodmother takes damage from an attack, all minions gain 10 protection points, stacking up to 30.

-Zerglings gain +12 attack accuracy, defense, toughness, and resolve. They can pounce up to 8 squares and do not need to sprint in a straight line. They gain +1 strike with their claws and deal +2 damage per attack overage with their claws.

-Broodlings gain +13 attack accuracy, defense, toughness, and resolve.

-Roaches and Hydralisks gain +10 attack accuracy, defense, toughness, and resolve

-Ravagers gain +7 attack accuracy, defense, toughness, and resolve.

Normally, it takes 1 minute to replace all the broodmother's minions. However, she can spend a full-round action once per encounter to replace all of her slain minions.

Special Ability (Psionic Scream): The broodmother can spend a full-round action to let out a psionic scream that disables nearby living foes. It only effects enemies vulnerable to psionic effects. As part of this action, she spends either 2, 4, 6, 8, or 10 energy fatigue on the attack. She then makes a +25 attack roll against the resolve of all targetable enemies within 26 squares. The power has an effect based on how much energy fatigue she gained.

2 Energy Fatigue- Struck targets are slowed for 1 round

4 Energy Fatigue- Struck targets are slowed for 2 rounds and knocked prone

6 Energy Fatigue- Struck targets are staggered for 1 round

8 Energy Fatigue- Struck targets are staggered for 1 round, slowed for 2 rounds, and knocked prone

10 Energy Fatigue- Struck targets are stunned for 1 round. An enemy can only be stunned by this power once per encounter

Special Ability (Devouring Tide): The broodmother can release a tide of micro Zerg that sweep over an area. This ability costs 12 biomass and effect a Cone (12) area. She makes a +42 attack versus the toughness of all targets in the area. Roll on the following table to see what condition the target is dealt, and for every 2 round the attack surpasses the target's defense, roll for a new condition. All conditions last 3 rounds.

Roll	Effect Applied
1-2	Melting (cannot be removed normally, but ends after 3 rounds)
3-4	Skilled Drain (3)
5-6	Slowed
7-8	Mighty Drain (3)
9-10	Tormented
11-12	Precision Drain (3)
13-14	Blinded
15-16	Swiftiness Drain (3)
17-18	Immobilized
19-20	Staggered

Special Ability (Destroy the Protoss): The broodmother has a fierce hatred of protoss. She can activate a special tactics combat augmentation that gives her bonuses against protoss, and spreads to all her favored minions. The base DC 15 effect of this tactics gives +1 accuracy and damage against protoss and their constructs and allows all attacks to ignore protoss shield armor. Every additional rank of this talent gives an additional +1 accuracy and damage.

Special Ability (Mind Breaking): The broodmother's telepathic psionic powers ignore 30 psionic resistance and cause the target to lose a morale.

Special Ability (Psionic Mending): When the broodmother manifests a psionic powers, she and all allied zerg within 6 squares heal 24 hit points.

Special Ability (Evolution Powers): The broodmother can use Zerg evolution powers and has access to Master Biomancy, Basic Pestilence, and Master Spawning

Special Ability (Zerg Psychic): The broodmother has Psi Level of 8 and can draw powers from the Augmentation, Telekinesis, or Telepathy disciplines. The creature also possesses Psionic Detection, Natural Mind Reading, and an Instinctive Telepathic Link with Zerg.

Special Ability (Zerg Royalty): The broodmother is a mastermind strain and can use the Command skill to issue orders to minion and command strain Zerg. She has a Command limit of 1,800.

Special Ability (Zerg Traits): Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower.

Chapter 8: Champions of the Firstbon

The protoss have a long history of great champions and heroic warriors. As a warrior culture able to enhance their combat form with psionics, they can produce the greatest mortal heroes in the sector. All four subraces of the protoss are known to produce such legends, each with different focuses and skill variations based on the warrior culture of each tribe.

Aiur Protoss NPCs

The Aiur protoss, before the fall of Aiur and the corruption of the Khala, were the most numerous and powerful of all the protoss empires. However, their numbers have taken heavy losses over the past decade. Despite that, they are still stalwart and strong. The greatest of the Aiur protoss now seek to rebuild the empire taken from them by Amon and the Overmind.

Dragoon Ancient Description

Preserved within their containment pods at the heart of a cybernetic walker, dragoons can survive almost indefinitely within their containment. Most die in battle, and very few survived the fall of Aiur. However, some dragoons have lasted against all odds and continue to fight despite the constant warfare they have been subjected to. Some of them were inside walkers before the Great War, others interred during it, yet others were relics found aboard the *Spear of Adun*. Regardless, these dragoon ancients are veteran warriors who have defied a final death to continue fighting for Aiur.

Dragoon Ancient Tactics

These dragoons are resolute warriors who seek to punish their foes while protecting their allies. They usually position themselves close to their allies, especially important individuals like high templar, to protect them from attacks and use their shields to guard them. Afterwards, they will bombard their foes with their potent phase disruptor attacks, dealing considerable damage in a large area. If they are not defending allies, they will take their free shift action as part of their attacks to avoid getting overwhelmed. To ensure they can take and deal damage, they use tactics to increase their damage resistance and accuracy.

Aiur Dragoon Ancient

Level 24 Aiur Protoss Advanced Heroic Character in Large-sized Vehicle (Zealot 7, Champion 5, Honored Fallen 7, High Praetorian of Aiur 5), High Threat

Skill Purchases: 24	Talent Purchases: 13	Ability Score Purchases: 23
Hit Points: 598	Healing Threshold: NA	Damage Threshold: 63
Defense: 29	Toughness: 43	Resolve: 28
Speed: 10	Shift Speed: 2	Morale Bonus: +9
Space: 2 by 2 squares	Reach: 2 square	Initiative: +10
Damage Resistance: 59	Psionic Resistance: 35	Energy Shields: 271 (Shield Armor 14)

-Phase Disruptor 1d20+31 accuracy, 75 damage, 1 strike maximum, distant range; *Special Traits:* Penetration 15, Burst 5, Energy Damage

-Large Bash 1d20+22 accuracy, 47 damage, +1 strike maximum; *Special Traits:* Penetration 5

Skills: Acrobatics 6, Athletics 8, Defensive Training 12, Durability 12, Lore 8, Melee 10, Mental Training 10, Perception 6, Pilot 6, Psionics 10, Ranged 12, Stealth 2, Survival 8, Tactics 10

Talents: Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged), Enduring Shields III, Hardened Survivalist, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Resilience II, Weapon Mastery (ranged III)

Skill Focuses: Defensive Training +2, Durability +2, Mental Training +2, Ranged +2

Class Traits: *Armored Defender II, Energizing Shields, Omniscient Stance, Psychic Champion Mastery III, Eternal Warrior Mastery III, Swift Strider, War Walker, Art of Absorption, Psionic Charge, Zealot Mastery III, Overwhelming Fury, Psychic Ward, Tactical*

Devotion, Energize Shields, Honored Fallen Mastery II, Power Shot, Stomp, Akhundelar, Aura of Protection, Divert Shields, Guardianship, High Praetorian Mastery III, Resolute Spirit

Psionic Powers: *Psychic Block, Hallucination, Hidden Sight, Feedback*

Strength: 15 **Instinct:** 8 **Agility:** 6 **Fortitude:** 11

Intelligence: 6 **Willpower:** 8

Gear: Tier 3 Phase Disruptor, Tier 3 Large-sized Bash, Tier 3 Crystalline Computing Array, Tier 3 Heavy Plated Hull, Dragoon Exoskeleton (Plasma Shielding in Immortality Socket, Ilhan Crystal in Vengeance Socket, Plasma Shielding in Normal Socket, Solarite Shard in Normal Socket)

Special Ability (Ancient Guardian): The dragoon actively protects its nearby allies. Attacks against an ally within 3 squares of the dragoon suffer -5 accuracy. The dragoon cannot benefit from another ally with this trait or a similar one, such as taunting. In addition, when an ally within 3 squares suffers damage, the dragoon can choose for the damage to apply against their shields instead of their ally.

Special Ability (Resolute Warrior): The dragoon gains the following benefits as relates to their tactical discipline:

-The dragoon can perform a shift action before or after making a ranged attack, as part of the attack action. If they do, they get +2 defense until the start of their next turn.

-Dragoon cannot be brought into negative morale levels and is immune to combat influence actions.

-Regain 3 shield points each turn.

-The dragoon can spend a full-round action recovering energy. If they do, they remove 16 energy fatigue and regain 80 shield points

-The dragoon can activate two tactics combat augmentations at once

Special Ability (Ground Slam): The dragoon can perform a ground slam, hitting all adjacent enemies, as a full-round action. They make a bash attack with +15 accuracy, and apply it to the toughness of nearby enemies. Those who are hit take normal bash damage, and are knocked back 1 square, +1 square per 5 points the attack surpassed toughness.

Special Ability (Power Shot): The dragoon can knock back the primary target of their phase disruptor attack. If the attack surpasses their toughness, they are knocked back 1 square, +1 square per 5 points it surpassed their toughness.

Special Ability (Reinforcement): The dragoon reduces crippling wound points suffered by 5.

Special Ability (Protoss Psychic): The dragoon is a protoss psychic that can gain a Psi Level of up to 10, and can draw powers from the Telepathy or Augmentation disciplines. The character also possesses Psionic Detection, Natural Mind Reading, an Instinctive Telepathic Link with other Aiur Protoss. The Khala is their psionic power source.



~A dragoon ancient destroys the intruders of Aiur's jungles

Executor Description

Executors are the generals of the Aiur protoss. The most gifted and decorated of all the templar warriors are chosen to be executors. They lead the protoss forces into battle, guiding their actions and ensuring they overcome any obstacle. In the old days, the executors were the famed leaders of the templar, but were also the tools of the political ambitions of the Conclave. Now, with the creation of the Daelaam, the executors not only fulfill their military role, but also act as governors for the new protoss empire, assuming the role of the now-extinct Conclave.

Executors are rare; only a few dozen existing at any one time. Fighting an executor should be a major event, as it involves challenging one of the greatest protoss leaders. While all executors are different, the statistics provided here should provide a baseline for their abilities and fighting style, and functions if you need to plug an executor into a game.

Executor Tactics

Executors are master warriors and tacticians. They will always have *Muscular Enhancement* active and will almost always go into battle with *Regeneration* also applied. They will begin a battle by setting up a fitting leadership and tactics combat augmentations depending on what they are going against, usually accompanied by using a *Psionic Storm* or *Psionic Discharge* to soften the enemies. They prefer *Psionic Storm*, because it can stagger and cannot be resisted, but will only use it if they will harm their allies. Thankfully, they can omit 9 squares from the area.

Once the battle truly begins, the *Executor* will charge into combat with momentous force. Once in battle, they will usually use *Infinite Cascade* to unleash their formidable offense on all nearby foes. If they are getting overwhelmed even beyond what the cascade can manage, they will use *Telekinetic Shockwave* to destabilize their foes. If a foe remains outside of melee range, they will bombard them with *Psionic Bolts*.

When playing an executor, remember that they are ancient masters of warfare. The executor should have plenty of allies and will likely set up the battle to be advantageous for them. Make the players respect their prowess of war, their honor, and their ferocity in battle. They should be the most gifted commanders your players should face.

-Executor's Favored Psionic Powers: Psi Level 9, +25 psionic manifestation bonus, recovers 6 energy fatigue per turn

-Improved Psionic Bolt; DC 22 manifestation as a standard action; 7 energy fatigue; +32 attack versus defense at long range, struck takes 52 damage with Penetration 18

-Improved Psionic Discharge; DC 24 manifestation as a standard action; 17 energy fatigue; +30 attack versus defense at long range, struck takes 56 damage with Penetration 18 then leaps to a target within short range, keeps jumping until it attacks 9 total targets

-Muscular Enhancement; DC 22 manifestation as a minor action; 4 energy fatigue; for 90 minutes, caster gains +9 to athletics, acrobatics, endurance, and stealth checks, and +4 melee damage and penetration

-Regeneration; DC 18 manifestation as a minor action; 8 energy fatigue; caster gains regeneration 27 for 9 minutes

-Telekinetic Shockwave; DC 24 manifestation as a full-round action; 10 energy fatigue; +30 accuracy versus defense and toughness against all targets in a Burst 22 centered on caster, striking defense deals 75 damage, striking toughness pushes 1 square +1 per 5 points attack surpassed toughness and knocks prone.

-Templar's Fury Psionic Storm; DC 30 manifestation as a standard action; 20 energy fatigue; effects a Burst (18) area at distant range, deals 55 damage to everyone within area and staggers them if they fail a DC 28 endurance test; Piercing trait, lasts 3 rounds; powers area can omit 9 squares from being effect, these squares can change every round

Aiur Executor

Level 30 Aiur Protoss Epic Heroic Character (Zealot 7, Champion 5, High Templar 7, Praetor 6, Tribal Lord 5), High Threat

Skill Purchases: 37

Talent Purchases: 31

Ability Score Purchases: 32

Hit Points: 627

Healing Threshold: 10

Damage Threshold: 52

Defense: 40

Toughness: 37

Resolve: 41

Speed: 10

Shift Speed: 2

Morale Bonus: +11

Space: 1 square

Reach: 1 square

Initiative: +12

Damage Resistance: 37

Psionic Resistance: 70

Energy Shields: 245 (Shield Armor 27)

-Focusing Psi Sword 1d20+24 accuracy, 47 damage, +3 strikes maximum; *Special Traits:* Penetration 9, Defensive, Focusing

-Psionic Lightning 1d20+30 accuracy, 35 damage, 1 strikes maximum, 1 shot at special range; *Special Traits:* Line (9), Energy Damage, Energy Fatigue Cost (1)

Skills: Acrobatics 12, Athletics 12, Computers 4, Defensive Training 14, Durability 14, Endurance 12, Influence 8, Leadership 14, Lore 10, Medicine 10, Melee 14, Mental Training 12, Perception 10, Pilot 12, Psionics 14, Ranged 12, Science 6, Stealth 8, Survival 12, Tactics 12

Talents: Awesome Abilities (willpower, fortitude), Cleave II, Defensive Fighting III, Devastating Cripple (melee), Dual Weapon Skill II, Endless Energy III, Enduring Shields II, Hardened Survivalist, Inspirational Presence, Power Strike II, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psi Level 9, Psychic Discipline Focus (telekinesis II, telepathy), Psychic Power, Resilience II, Resolute II, Swift Strikes, Weapon Mastery (melee III, ranged)

Skill Focuses: Defensive Training +2, Durability +2, Leadership +2, Melee +2, Psionics +2

Class Traits: *Armored Defender II, Zealot Mastery III < Art of Absorption, Psionic Charge, Psychic Champion Mastery III, Energizing Shields, Omniscient Stance, Psychic Ward, Tactical Devotion, Overwhelming Fury, High Templar Mastery III, Levitation, Rapid Channeling, Protoss Commander Mastery III, Resilience of the Firstborn, Bulwark of Faith, Praetor Mastery II, Power of Opportunity, Battle Synergy, Tribal Lord Mastery III, Ultimate Leader, Rally to the Cause, Legendary Survivability, Focused Fury, Legendary Power*

Psionic Powers: *Reading, Messaging, Toughness, Muscular Enhancement, Regeneration, Manipulate, Move Object, Telekinetic Push, Telekinetic Shockwave, Feedback, Improved Psionic Bolt, Improved Psionic Burst, Improved Psionic Discharge, Templar's Fury Psionic Storm*

Strength: 11* **Instinct:** 6* **Agility:** 8 **Fortitude:** 11

Intelligence: 8 **Willpower:** 11

Gear: Tier 3 Focusing Psi Sword, Tier 3 Protoss Imperial Power Suit (Plasma Shielding in Immortality Socket, Uraj Fragment in Immortality Socket), Amulet (Khaydarin Crystal in Wisdom Socket), Bracer (Khalis Fragment in Vengeance), Cloak (Teleportation Unit in Immortality Socket), Tier 3 Guardian Shield, Tier 3 Psionic Amplifier, Tier 3 Equipment Belt x3, Tier 3 Crystalline Computing Array, Tier 3 Telepathic Amplifier, Tier 3 Medipack

Special Ability (Focusing Weapon): Whenever the exemplar makes a successful weapon attack with their psi blade, they remove 6 energy fatigue.

Special Ability (The Infinite Cascade): As a full-round action, the executor makes an attack with a melee weapon against every target within 6 squares of you. This ability gains +3 hailfire against any swarms in the area.

Special Ability (Protoss Master Combatant): The executor gains the following perks as relates to combat:

- The executor can spend 1 energy fatigue as a standard action to make a Psionic Lightning attack.
- When the executor charges, they can move +9 squares and do not need to charge in a straight line. Their attack deals +85 damage.
- When the executor gains maximum attack overages on a melee attack, they deal double damage from attack overages.
- The executor can activate two tactics abilities with a single tactics checks and have both results apply.
- The executor regains 4 shield points per turn
- Once per round, the exemplar can increase the energy fatigue cost of a single power by +5 to manifest it as a minor action. This power must have a base energy fatigue cost higher than 0 but no greater than 5 and normally be manifested as a standard or move action. This bonus power cannot be sustained.
- The executor can activate the *Levitation* psionic power at will
- The executor regains 6 energy fatigue per round and gains +8 accuracy with psionic powers

Special Ability (Reactive Teleportation): When the executor suffers hit point damage from an attack, they can activate the teleportation unit. It teleports them to a location they can see within 50 squares. Once used in this way, it must be recharged as a full-round action before it can be used again.

Special Ability (Khaydarin Amulet): The executor can recover energy fatigue as a standard action, without ending any of their active psionic powers.

Special Ability (Protoss Master Leader): The executor gains the following perks as relates to leadership:

- When the executor grants a protoss ally a morale point from a rally action, that ally regains 30 shields, +10 per morale point they gain.
- Generate +1 morale point on a successful rally action, can give up to 2 morale points to a single ally, can give allies 2 more morale points than they can normally gain
- All allies within 11 squares gain a +1 bonus to accuracy and skill checks
- Allies under the executor's leadership can manifest an offensive psychic power instead of making an attack when an enemy trigger an opportunity attack from them. This power must be able to be manifested as a standard action and cannot be boosted.

-The executor can spend a full-round action to give all allies under their leadership combat augmentations a +9 bonus to accuracy and skill checks.

Special Ability (Protoss Psychic): The executor is a protoss psychic that can gain a Psi Level of up to 10 and can draw powers from the Telepathy, Telekinesis, Energy, or Augmentation disciplines. The character also possesses Psionic Detection, Natural Mind Reading, and an Instinctive Telepathic Link with other Aiur Protoss. The Khala is their psionic power source.

Special Ability (Mental Discipline): Executor never overload psionic powers due to a poor die roll. When they boost psionic powers, roll 1d20 + the amount of PL they are boosting. They only suffer a Critical crippling wound if the result is 16 or higher.



~An Executor addresses his followers

Exemplar Description

Exemplars are the pinnacle of the zealot warriors. Embodying all the values of the templar, these expert combatants have perfected combining martial prowess with psionic might. Exemplars volunteer for the most difficult and impossible missions, spearheading assaults against the greatest of odds. As such, they are found only in the greatest battlefields and most dire circumstances. Whether they are victorious or perish in battle, their legend will be remembered by the protoss they inspired.

Exemplar Tactics

Exemplars are brave and direct combatants. They usually charge directly in battle, tearing apart their foe with two psi blades. Once in the melee, they usually split their actions between attack, bobbing and weaving, and using a minor action to throw out quickened *Psionic Lightning*. Their melee attacks gain double damage from overages if they secure maximum attack overages, they gain +3 defense against the last target they attacked and regain energy as they kill foes.

Exemplars are less dangerous at foes they cannot hit with their psi blades, but their psionic prowess allows them to compete. They can use *Psionic Onslaught* to make small damage hits against multiple foes with good accuracy but are more likely to use *Guardian Shell* to produce a barrier for themselves and their allies, allowing more ranged focused allies to smite their enemies.

-Exemplar's Favored Psionic Powers: Psi Level 6, +20 psionic manifestation bonus, recovers 3 energy fatigue per turn

-Guardian Shell: DC 28 manifestation as a move action; 6 energy cost, +3 per round sustained; creates a protective shield centered on the caster in a Burst 3 area; everything within area are protected by a single energy shield against outside attacks, shield pool of 150 and 18 shield armor, power sustained as a move action

-Psionic Onslaught; DC 26 manifestation as a standard action; 12 energy fatigue; releases 4 missiles that target different targets at long range, +29 attack versus defense, struck takes 33 damage with Penetration (12)

-Regeneration; DC 18 manifestation as a minor action; 8 energy fatigue; caster gains regeneration 6 for 3 minutes

Aiur Exemplar

Level 24 Aiur Protoss Advanced Heroic Character (Zealot 7, Champion 5, High Templar 7, Tribal Champion 5), High Threat

Skill Purchases: 27

Talent Purchases: 22

Ability Score Purchases: 19

Hit Points: 298

Healing Threshold: 8

Damage Threshold: 39

Defense: 32

Toughness: 33

Resolve: 30

Speed: 10

Shift Speed: 2

Morale Bonus: +10

Space: 1 square

Reach: 1 square

Initiative: +10

Damage Resistance: 30

Psionic Resistance: 36

Energy Shields: 160 (Shield Armor 13)

-Focusing Psi Blade w/ Dual-Wielding 1d20+15 accuracy, 40 damage, +6 strikes maximum x2; *Special Traits:* Penetration 18, Defensive, Focusing

-Psionic Lightning 1d20+25 accuracy, 37 damage, 1 strikes maximum, 1 shot at special range; *Special Traits:* Penetration 5, Line (16), Energy Damage, Energy Fatigue Cost (1 or 2 quickened)

Skills: Acrobatics 7, Athletics 7, Computers 2, Defensive Training 10, Durability 12, Endurance 8, Influence 2, Leadership 4, Lore 6, Medicine 4, Melee 12, Mental Training 12, Perception 8, Pilot 4, Psionics 12, Ranged 8, Stealth 4, Survival 8, Tactics 10

Talents: Combat Reflexes, Defensive Fighting II, Devastating Cripple (melee), Dual-Weapon Skill II, Enduring Shields II, Hardened Survivalist, Power Strike II, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Discipline Focus (telepathy, telekinesis II), Psychic Power, Resilience, Righteous Fury, Swift Strikes II, Weapon Mastery (melee III)

Skill Focuses: Durability +2, Melee +2, Mental Training +2, Psionics +2

Class Traits: *Armored Defender II, Zealot Mastery III, Art of Absorption, Psionic Charge, Psychic Champion Mastery III, Energizing Shields, Omniscient Stance, Psychic Ward, Tactical Devotion, Overwhelming Fury, High Templar Mastery III, Levitation, Rapid Channeling, Tribal Champion Mastery III, Weapon Origin Mastery, Quickened Power, Empowered Core Power, Mixed Fighting Style, Legendary Prowess*

Psionic Powers: *Reading, Messaging, Toughness, Manipulate, Move Object, Regeneration, Psionic Bolt, Psionic Missiles, Energize Shields, Guardian Shield*

Strength: 11*

Instinct: 2

Agility: 9*

Fortitude: 6

Intelligence: 6

Willpower: 8

Gear: Tier 3 Focusing Psi Blade x2, Tier 3 Protoss Heavy Power Suit (Khalis Fragment in Vengeance Socket, Plasma Shielding in Immortality Socket, Uraj Fragment in Normal Socket), Bracer (Synthetic Crystal in Vengeance Socket), Cloak (Uraj Fragment in Immortality Socket), Tier 3 Equipment Belt x2, Tier 3 Medipack, Tier 3 Light Orb

Special Ability (Focusing Weapon): Whenever the exemplar makes a successful weapon attack with their psi blade, they remove 5 energy fatigue, or 7 if the target is non-psionic. If the target is psionic, they suffer 5 energy fatigue on a hit.

Special Ability (Protoss Master Warrior): The exemplar gains the following perks as relates to combat:

- When the exemplar charges, they can move +6 squares and do not need to charge in a straight line. Their attack deals +30 damage
- When the exemplar gains maximum attack overages on a melee attack, they deal double damage from attack overages.
- The exemplar can activate two tactics abilities with a single tactics checks and have both results apply.
- You gain +3 defense against the last enemy you attacked with a melee attack. This bonus lasts until the exemplar attacks someone else.
- When the exemplar slays an enemy with a melee attack, they regain 5 energy.
- The exemplar regains 3 shield points per turn

Special Ability (Protoss Master Psychic): The exemplar gains the following perks as relates to psionics:

- The exemplar can spend 1 energy fatigue as a standard action to make a Psionic Lightning attack. Alternatively, they can spend 2 energy fatigue as a minor action to make a Psionic Lightning attack once per turn.
- Once per round, the exemplar can increase the energy fatigue cost of a single power by +5 to manifest it as a minor action. This power must have a base energy fatigue cost higher than 0 but no greater than 5 and normally be manifested as a standard or move action. This bonus power cannot be sustained.
- Once per round, when the exemplar slays an enemy with a psionic power or Psionic Lightning, they can take an instant move or charge action.
- The exemplar can activate the *Levitation* psionic power at will
- The exemplar regains 3 energy fatigue per round and gains +7 accuracy with psionic powers

Special Ability (Protoss Psychic): The exemplar is a protoss psychic that can gain a Psi Level of up to 10 and can draw powers from the Telepathy, Telekinesis, Energy, or Augmentation disciplines. The character also possesses Psionic Detection, Natural Mind Reading, an Instinctive Telepathic Link with other Aiur Protoss. The Khala is their psionic power source.

Special Ability (Mental Discipline): Exemplar never overload psionic powers due to a poor die roll. When they boost psionic powers, roll 1d20 + the amount of PL they are boosting. They only suffer a Critical crippling wound if the result is 16 or higher.



~An Exemplar prepares to lead his forces into battle with the Zerg

Grand Templar Description

The grand templar are the greatest of the high templar, the psionic masters of the Aiur protoss. Having survived numerous wars and spent years studying and researching the nature of psionic energy, the grand templar are able to perform amazing and deadly effects in battle. Their power, eclipsing even the legendary high templar, is so great it seems divine in nature. Their psionic might allow them to unleash destruction the sort that they can rip apart cities and crush platoons of enemy soldiers.

Grand Templar Tactics

Grand templar have epic powers but have incredibly low defenses for their level. Thus, they will usually need to be protected to demonstrate their true potential. Grand templar have a variety of devastating psionic powers for most situations. They usually begin combat with *Psionic Maelstrom* to disable many foes. They follow up with an area of effect power that best fits the situation. *Psionic Storm* overwhelms numerous enemies on big battlefields, while *Psionic Discharge* is used when there are scattered individual targets. *Judicator's Vengeance* is ideal for close clumps of enemies, but nothing kills more quickly than *Eradication*, although that has a specific range requirement. Grand templar have a huge manifestation bonus and recover energy very quickly, so they can use powerful abilities without much need for stopping.

If pushed into combat, or actually needing to slow down their energy usage, grand templar can blast their enemies with *Psionic Lightning* as a standard action, then use their favored power, *Psionic Bolt*, as a minor action. If they are still pressed, they will use *Blink* to escape combat so they can reunite with their allies.

-Grand Templar's Favored Psionic Powers: Psi Level 10, +41 psionic manifestation bonus (+43 with energy), recovers 8 energy fatigue per turn

-Blink; DC 26 manifestation as a move action; 1 energy fatigue; character instantly teleports to any location that is up to 50 squares away, does not require line of sight to target

-Eradication; DC 36 manifestation as a full-round action; 15 energy fatigue, +7 per round sustained; creates a beam 2 squares wide and 42 squares long, those within the area suffer 160 damage with the Piercing trait, sustained as a full-round action, beam can be rotated when sustained, each round the beam is sustained it grows 3 squares long, makes a +32 attack versus toughness against every target within 6 squares of the beam, on a hit, targets are pushed back 1 square away from the caster for every point the attack surpassed their toughness; struck targets must make a DC 34 Endurance check or be staggered

-Improved Psionic Discharge; DC 24 manifestation as a standard action; 17 energy fatigue; +32 attack versus defense at distant range, struck takes 96 damage with Piercing then leaps to a target within short range, keeps jumping until it attacks 14 total targets

-Judicator's Vengeance; DC 30 manifestation as a full-round action; 17 energy fatigue; +32 attack versus defense in a Burst (14) at remote range, struck takes 160 damage with Piercing trait, gives damage psychics 14 energy fatigue

-Psionic Maelstrom; DC 24 manifested as standard action; 14 energy fatigue; +32 attack versus resolve at distant range, Burst (24) area, struck targets are stunned, stunned targets must make a DC 27 endurance check with disadvantage at the end of each of their turns to end the effect; gains a +2 bonus on the check for every round they are stunned, can make a check to cancel when taking damage

-Templar's Fury Psionic Storm; DC 30 manifestation as a standard action; 19 energy fatigue; effects a Burst (42) area at distant range, deals 100 damage to everyone within area and staggers them if they fail a DC 34 endurance test; Piercing trait, lasts 3 rounds; powers area can omit 14 squares from being effect, these squares can change every round

Aiur Grand Templar

Level 26 Aiur Protoss Advanced Heroic Character (High Templar 7, Master Templar 5, Judicator 6, Tribal Elder 5, Zealot 3), High Threat

Skill Purchases: 28

Talent Purchases: 27

Ability Score Purchases: 19

Hit Points: 245

Healing Threshold: 8

Damage Threshold: 37

Defense: 26

Toughness: 28

Resolve: 35

Speed: 7

Shift Speed: 2

Morale Bonus: +12

Space: 1 square

Reach: 1 square

Initiative: +8

Damage Resistance: 24

Psionic Resistance: 62

Energy Shields: 221 (Shield Armor 8)

-Focusing Psi Blade 1d20+14 accuracy, 30 damage, +2 strikes maximum; *Special Traits:* Penetration 10, Defensive, Focusing

-Staff of Thunder 1d20+13 accuracy, 32 damage, full auto, 200 shots at medium range; *Special Traits:* Penetration 20, Rending (10 versus constructs), Hailfire 2, Implement, Energy Damage, Full Automatic

-Psionic Lightning 1d20+32 accuracy, 84 damage, 1 strikes maximum, 1 shot at special range; *Special Traits:* Penetration 22, Line (14), Energy Damage, Energy Fatigue Cost (1)

-Psionic Bolt w/ Favored Power 1d20+34 accuracy, 87 damage, 1 strikes maximum, 1 shot at short range; *Special Traits:* Piercing, Energy Fatigue Cost (1), Minor Action

Skills: Acrobatics 3, Athletics 3, Computers 4, Defensive Training 11, Durability 11, Endurance 8, Influence 10, Leadership 8, Lore 13, Medicine 10, Melee 11, Mental Training 13, Perception 10, Pilot 6, Psionics 14, Ranged 11, Science 6, Survival 8, Tactics 8

Talents: Awesome Abilities (willpower), Defensive Fighting II, Endless Energy V, Enduring Shields III, Hardened Survivalist, Intimidating Presence, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psi Level 9, Psi Level 10, Psychic Discipline Focus (energy III, telekinesis II, telepathy II), Psychic Power x3, Resilience, Weapon Mastery (melee II)

Skill Focuses: Lore +2, Mental Training +2, Psionics +3

Class Traits: *High Templar Mastery III, Levitation, Rapid Channeling, Instant Recovery, Master Templar Mastery III, Energy Shock, Psionic Shade, Fateweaver Mastery III, Doomsayer, Proficient Mind, Influential, Judgement, Armored Defender, Zealot Mastery II, Art of Absorption, Tribal Elder Mastery III, Psionic Reinvigoration, Favored Power, Overwhelming Psionic Presence, Improved Psionic Recovery, Legendary Casting*

Psionic Powers: *Reading, Messaging, Compulsion, Hallucination, Feedback, Psionic Maelstrom, Command, Dominate, Manipulate, Move Object, Levitation, Blink, Improved Psionic Bolt, Psionic Onslaught, Improved Psionic Wave, Improved Psionic Discharge, Judicator's Vengeance, Templar's Fury Psionic Storm, Eradication*

Strength: 7* **Instinct:** 3 **Agility:** 5 **Fortitude:** 6

Intelligence: 8 **Willpower:** 12

Gear: Tier 3 Focusing Psi Blade, Tier 3 Staff of Thunder, Tier 2 Protoss Light Power Suit (Uraj Fragment in Wisdom, Khaydarin Crystal in Vengeance Socket, Solarite Shard in Normal Socket), Amulet (Khaydarin Crystal in Wisdom Socket), Cloak (Plasma Shielding in Immortality Socket), Tier 3 Backpack, Tier 3 Psionic Amplifier, Tier 3 Light Orb, Tier 3 Medipack, Tier 3 Memory Crystal x2

Special Ability (Focusing Weapon): Whenever the adherent makes a successful weapon attack with their psi blade, they remove 7 energy fatigue.

Special Ability (Arch-Psychic): The templar can manifest two different psionic powers with a single standard action. Both powers cost normal energy fatigue and require manifestation checks. In addition, enemies who take damage from the templar's psionic powers must make an Endurance check (34 for energy, DC 32 for telepathy or telekinesis) or be staggered for 1 turn.

Special Ability (Protoss Master Psychic): The grand templar gains the following perks as relates to psionics:

- The templar can spend 1 energy fatigue as a standard action to make a Psionic Lightning attack.
- The templar can spend 1 energy fatigue as a minor action to cast *Improved Psionic Bolt* as a minor action once per round
- The templar manifests energy powers at +1 PL
- Once per round, the templar can increase the energy fatigue cost of a single power by +5 to manifest it as a minor action. This power must have a base energy fatigue cost higher than 0 but no greater than 5 and normally be manifested as a standard or move action. This bonus power cannot be sustained.
- Once per day, the templar can spend a minor action to lose all energy fatigue
- The templar can remove energy fatigue as a move action instead of a full-round. The templar's active psionic powers do not end once they recover energy.
- The templar can activate the *Levitation* psionic power at will
- The templar regains 3 energy fatigue per round, gains +10 accuracy and +20 damage with psionic powers
- When the templar moves on their turn, they gain concealment until the start of their next turn from mirror images
- The templar's psionic powers ignore 10 points of psionic damage and deal +1 crippling wound. The templar also reduces crippling wounds suffered from psionic damage by 1.
- The templar reduces the energy cost to sustain and manifest all powers by 1. Telepathy powers instead cost 2 less energy fatigue to manifest
- When the templar focuses, they boost their PL by 3 from their psionic amplifier

Special Ability (Psionic Reinvigoration): When the templar spends energy fatigue on a power, all allies within medium range recover hit points equal to energy fatigue spent.

Special Ability (Judgement): All enemies within 6 squares of the templar drop a morale level at the start of the templar's turn.

Special Ability (Doomsayer): The grand templar can perform a special Doomsayer combat influence action against protoss. The grand templar makes a combat influence test (+22) against the target's resolve +5. If the skill check succeeds, then they cause them to suffer disadvantage on all checks for 1 round.

Special Ability (Influential): When the grand templar uses combat influence, they can affect three targets with a single combat influence attempt.

Special Ability (Protoss Psychic): The grand templar is a protoss psychic that can gain a Psi Level of up to 10, and can draw powers from the Telepathy, Telekinesis, Energy, Temporal, or Augmentation disciplines. The character also possesses Psionic Detection, Natural Mind Reading, an Instinctive Telepathic Link with other Aiur Protoss. The Khala is their psionic power source.

Special Ability (Mental Discipline): Grand templar never overload psionic powers due to a poor die roll. When they boost psionic powers, roll 1d20 + the amount of PL they are boosting. They only suffer a Critical crippling wound if the result is 16 or higher.



~An Immortal War Soul, ready for service

Immortal War Soul Description

When a protoss warrior is interred in a dragoon, they are given a chance for their crippled bodies to continue to serve Aiur. This is usually considered a brief reprieve from death rather than a form of salvation. Most dragoons will die in their continued service to defending Aiur. This is not the case with the war soul.

Interred within a dragoon before the Great War, some warriors prevailed and survived against incredible odds. As the Second Great War began, the warrior was transferred from a dragoon to a new immortal. Even then, as the war intensified, the ancient refused to be defeated, even facing dreaded enemies such as the hybrid. Surviving a brutal age of death and conflict, the result was an indomitable, unstoppable warrior inside a towering monument of glory. These few immortals, who survived against all odds, are known as the war souls. They are some of the deadliest foes to face in battle.

Immortal War Soul Tactics

The immortal possesses overwhelming resilience, with a shield armor of 40 while focusing and extremely high damage resistance and hit points. In battle, the war soul stands boldly forward and blasts foes away with its phase cannons. It prefers focus actions to keep its high shield armor while using tactics to increase its defense and damage resistance. If enemies began to approach it, the immortal will overcome them with their great telepathic strength. They will use *Dominare* to turn strong enemies against their allies, while using *Mind Ripple* to blast apart large swarms. *Stop Organ* is usually used when facing a single foe with a weak mind, often to force them to surrender or be unable to defend themselves.

While immortals usually allow others allies to take over leadership, they can be amazingly effective leaders when they need to be. They possess powerful inspiring and defensive auras, giving a bonus to attacks, checks, morale bonus, and damage resistance depending on how close an ally is.

-Immortal's Favored Psionic Powers: Psi Level 9, +26 psionic manifestation bonus

-Dominate; DC 26 manifestation as a standard action; 17 energy fatigue; +30 attack versus resolve against the target at medium range, struck targets have their thoughts and actions controlled by the caster and will serve their every command without question, opposing psionics can try to break the enslavement with an opposed psionics check, otherwise does not end until caster or target is reduced to 0 hit points, caster can have up to 12 dominated targets.

-Mind Ripple; DC 22 manifestation as a full-round action; 12 energy fatigue; +30 attack versus resolve in a Burst 9 centered on the caster, targets takes 86 psionic damage; Rending 4, wounded targets are slowed for a number of rounds equal to wound points

-Stop Organ; DC 18 manifestation as a standard action; 5 energy fatigue; +30 accuracy versus resolve, deal 100 psionic damage that does not reduce hit points but only checks to cause wounds, automatically deals critical wounds

Aiur Immortal War Soul

Level 30 Aiur Protoss Advanced Heroic Character in Huge-sized Vehicle (Zealot 7, Champion 5, Honored Fallen 7, Praetor 6, Reanimated Champion 5), Formidable Threat

Skill Purchases: 32

Talent Purchases: 21

Ability Score Purchases: 25

Hit Points: 1,102

Healing Threshold: NA

Damage Threshold: 77

Defense: 34

Toughness: 55

Resolve: 34

Speed: 12

Shift Speed: 3

Morale Bonus: +12

Space: 3 by 3 squares

Reach: 2 square

Initiative: +12

Damage Resistance: 73

Psionic Resistance: 50

Energy Shields: 475 (Shield Armor 20)

-Phase Cannon 1d20+32 accuracy, 85 damage, +2 strikes maximum, distant range; *Special Traits:* Penetration 30, Hailfire 1, Burst 3, Focusing, Energy Damage

-Huge Bash 1d20+27 accuracy, 58 damage, +2 strike maximum; *Special Traits:* Penetration 7

-Shield Blast 1d20+30 accuracy, 158 damage, 1 strike maximum; *Special Traits:* All foes within 3 squares, half damage on miss

Skills: Acrobatics 10, Athletics 10, Defensive Training 14, Durability 15, Leadership 8, Lore 8, Melee 12, Mental Training 12, Perception 8, Pilot 8, Psionics 14, Ranged 14, Stealth 4, Survival 10, Tactics 12

Talents: Channeled Strength, Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged II), Enduring Shields V, Hardened Survivalist, Immune to Pain, Inspirational Presence, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psychic Powers, Resilience II, Weapon Mastery (ranged III)

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

Class Traits: *Armored Defender II, Energizing Shields, Omniscient Stance, Psychic Champion Mastery III, Eternal Warrior Mastery III, Swift Strider, War Walker, Protoss Commander Mastery III, Resilience of the Firstborn, Cannon Onslaught, Defender to the Last, Inspiring Monument, Reanimated Mastery III, Psionic Might, Shield of Defiance, Art of Absorption, Psionic Charge, Zealot*

Mastery III, Overwhelming Fury, Psychic Ward, Tactical Devotion, Energize Shields, Honored Fallen Mastery III, Power Shot, Stomp, Battle Synergy, Bulwark of Faith, Praetor Mastery II, Power of Opportunity

Psionic Powers: *Psychic Block, Stop Organ, Feedback, Mind Blast, Mind Ripple, Mind Overload, Mind Ripple, Compulsion, Dominate*

Strength: 21 **Instinct:** 10 **Agility:** 10 **Fortitude:** 19

Intelligence: 6 **Willpower:** 12

Gear: Tier 3 Twin-linked Phase Cannon, Tier 3 Huge-sized Bash, Tier 3 Crystalline Computing Array, Tier 3 Heavy Plated Hull, Immortal Exoskeleton (Plasma Shielding in Immortality Socket, Solarite Shard in Immortality Socket, Teleportation Unit in Vengeance Socket)

Special Ability (Focusing Weapon): Whenever the immortal makes a successful weapon attack with their phase cannon, they remove 6 energy fatigue.

Special Ability (Hardened Shields): The immortal can focus to activate their hardened shields, causing their shields to take little oncoming damage. Any round they perform a Focus combat behavior, the immortal gains +20 shield armor (total of 40 shield armor).

Special Ability (Ancient Avatar of War): The immortal gains the following perks as relates to combat:

- The immortal can perform a shift action before or after making a ranged attack, as part of the attack action. If they do, they get +2 defense until the start of their next turn.
- The immortal ignores all ongoing penalties from crippling wounds. They must also suffer 7 crippling wounds to a location for it to cause the location to be destroyed.
- Regain 4 shield points each turn.
- While the immortal has active shields, they gain +5 defense and +10 shield armor against attacks with the Energy Damage trait
- The immortal can spend a full-round action recovering energy. If they do, they remove 24 energy fatigue and regain 120 shield points
- The immortal can activate two tactics combat augmentations at once
- The immortal ignores difficult terrain
- When the immortal is reduced to 0 shield points, they perform a **Shield Blast** attack against all enemies within 3 squares

Special Ability (Ground Slam): The immortal can perform a ground slam, hitting all adjacent enemies, as a full-round action. They make a bash attack with +21 accuracy, and apply it to the toughness of nearby enemies. Those who are hit take normal bash damage, and are knocked back 1 square, +1 square per 5 points the attack surpassed toughness.

Special Ability (Power Shot): The immortal can knock back the primary target of their phase disruptor attack. If the attack surpasses their toughness, they are knocked back 1 square, +1 square per 5 points it surpassed their toughness.

Special Ability (Monument of Glory): The immortal is monument of glory for their fellow protoss. All allies within 30 squares gain +4 morale bonus. Their inspirational presence gives all allies within 12 squares +1 to all attacks, skill checks, and morale bonus. All allies within 6 squares of them gain +5 damage resistance while the immortal is not stunned, staggered, or immobilized.

Special Ability (Reinforcement): The immortal reduces crippling wound points suffered by 5.

Special Ability (Protoss Psychic): The immortal is a protoss psychic that can gain a Psi Level of up to 10 and can draw powers from the Telepathy or Augmentation disciplines. They manifest all psionic powers at 1 PL higher. The character also possesses Psionic Detection, Natural Mind Reading, an Instinctive Telepathic Link with other Aiur Protoss. The Khala is their psionic power source.

Templar Wing Leader Description

Wing leaders are the greatest of the templar to dedicate themselves to space combat. They lead attack squadrons of scouts and phoenixes into battle. These disciplined combatants have ages of practiced instincts in battle and can perform expertly in the cockpit as second nature. Even without a squadron, the wing leaders can single handedly win space battles through overwhelming skill and unnatural reflexes.

Templar Wing Leader Tactics

As focused pilots, wing leaders serve best in the cockpit. In personal combat, they usually dedicate themselves to supporting allied protoss. They weaken their enemies from a range using their implements and *Telekinetic Impact*, or use *Energize Shields* to keep their ally's shields topped off. When they enter close combat, they use *Muscular Enhancement* to improve their damage while they supplement their ally's attacks with flanking.

-Pilot's Favored Psionic Powers: Psi Level 6, +18 psionic manifestation bonus, recovers 5 energy fatigue per turn

-Energize Shields; DC 22 manifestation as standard action; 6 energy cost; make a psionics check, 2 targets within short range (one of which can be the caster) regain twice that many shield points (normally d20+18 x2), afterwards they recover 5 shield points every round for 5 rounds

-Muscular Enhancement; DC 12 manifestation as a minor action; 4 energy fatigue; for 60 minutes, caster gains +6 to athletics, acrobatics, endurance, and stealth checks, and +3 melee damage and penetration

-Telekinetic Impact; DC 22 manifestation as a standard action; 6 energy fatigue; +18 attack versus defense at long range, target takes 60 damage with Close Quarters weapon trait, target also knocked prone if attack also surpasses toughness

Aiur Templar Wing Leader

Level 26 Aiur Protoss Advanced Heroic Character (Zealot 7, Aerial Sentry 7, Aerial Commander 4, High Templar 7, Celestial Wrath 1), High Threat

Skill Purchases: 29

Talent Purchases: 25

Ability Score Purchases: 20

Hit Points: 223

Healing Threshold: 7

Damage Threshold: 38

Defense: 30

Toughness: 31

Resolve: 28

Speed: 9

Shift Speed: 2

Morale Bonus: +9

Space: 1 square

Reach: 1 square

Initiative: +8

Damage Resistance: 30

Psionic Resistance: 35

Energy Shields: 136 (Shield Armor 13)

-Focusing Psi Blade 1d20+14 accuracy, 28 damage, +3 strikes maximum; *Special Traits:* Penetration 8, Defensive, Focusing

-Electro Rod 1d20+15 accuracy, 30 damage, full auto, 140 shots at medium range; *Special Traits:* Penetration 12, Rending (10 versus constructs), Implement, Energy Damage, Full Automatic

-Psionic Lightning 1d20+18 accuracy, 26 damage, 1 strikes maximum, 1 shot at special range; *Special Traits:* Line (6), Energy Damage, Energy Fatigue Cost (1)

Skills: Acrobatics 10, Athletics 10, Computers 6, Defensive Training 13, Durability 12, Endurance 8, Influence 4, Leadership 8, Lore 6, Medicine 4, Melee 11, Mental Training 10, Perception 10, Pilot 13, Psionics 10, Ranged 13, Science 8, Stealth 6, Survival 4, Tactics 8

Talents: Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged), Dodge, Dual-Weapon Skill, Endless Energy II, Enduring Shields II, Implement Focus II, Hardened Survivalist, Psi Level 2, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Discipline Focus (telekinesis II, telepathy), Psychic Power, Resilience, Resolute, Weapon Mastery (melee, ranged III)

Skill Focuses: Defensive Training +2, Durability +2, Pilot +2, Ranged +2

Class Traits: *Armored Defender, Armored Defender II, Zealot Mastery III, Art of Absorption, Psionic Charge, Attuned Shields, Avenger, Pilot Expert, Pilot Ace, Pilot Mastery III, Aerial Sentry Mastery I, Gravity Disk, Intercept, Psi-Infused Hull, Reflection Shielding, Fearsome Barrage, Vessel Expertise, Improved Gravity Disk, Avenging Zeal, Psionic Lightning, High Templar Mastery III, Levitation, Rapid Channeling*

Psionic Powers: *Reading, Messaging, Toughness, Levitation, Manipulate, Move Object, Acute Senses, Muscular Enhancement, Telekinetic Impact, Psionic Adaptation, Force Networks, Empowered Shields*

Strength: 8*

Instinct: 9*

Agility: 7

Fortitude: 5

Intelligence: 8

Willpower: 8

Gear: Tier 3 Commodore Flight Power Suit (Khalis Fragment in Vengeance Socket, Uraj Fragment in Dominance Socket, Uraj Fragment in Normal Socket, Soloarite Shard in Normal Socket), Cloak (Plasma Shielding in Immortality Socket), Tier 3 Focusing Psi Blade, Tier 3 Electro Rod, Tier 3 Equipment Belt, Tier 3 Light Orb, Tier 3 Repair Kit x2, Tier 3 Medipack x2

Special Ability (Focusing Weapon): Whenever the pilot makes a successful weapon attack with their psi blade, they remove 5 energy fatigue.

Special Ability (Avenging Mark): -When the pilot or their vehicle is hit by an attack, they can mark that target. Until that target is dead, or the encounter ends, they gain +4 accuracy and +4 defense. They gain advantage on attacks against the marked target. They can only mark a target while there is not marked targets.

Special Ability (Protoss Master Pilot): The pilot gains the following perks as relates to controlling vehicles:

- The pilot gains advantage on pilot maneuver checks
- Any vehicle the pilot commands gain the following benefits: +6 damage resistance, +8 shield armor, +30% shield pool plus an additional +60, +30% maximum speed, +50 acceleration rating, +2 square speed in mass combat, +6 accuracy, +6 defense, and +5 power ratings of damage with vehicle weapons.
- The vehicle gains 10 protection points at the start of any turn it does not have shields
- At the start of a character's turn, they can choose to triple their acceleration rating and combat speed but suffer -5 defense until the start of their turn.
- Once per encounter, the pilot can activate Fearsome Barrage. Their vehicle attacks use twice as much ammunition but gain Hailfire 1 and +6 damage and penetration. This lasts until start of pilot's next turn. If the pilot destroys an enemy of huge-sized or larger while using this ability, it lasts an additional turn.
- While the pilot's vehicle has active energy shields, the vehicle gains cover

Special Ability (Protoss Combat Master): The pilot gains the following perks as relates to personal combat:

- The pilot can spend 1 energy fatigue as a standard action to make a Psionic Lightning attack.
- The pilot can move +6 squares when charging, and gain a +30 damage bonus on a charge.
- The pilot regains 3 energy fatigue every turn and gains +2 accuracy with psionic powers
- Once per round, the pilot can increase the energy fatigue cost of a single power by +5 to manifest it as a minor action. This power must have a base energy fatigue cost higher than 0 but no greater than 5 and normally be manifested as a standard or move action. This bonus power cannot be sustained.

Special Ability (Protoss Psychic): The pilot is a protoss psychic that can gain a Psi Level of up to 10 and can draw powers from the Telepathy, Telekinesis, Energy, or Augmentation disciplines. The character also possesses Psionic Detection, Natural Mind Reading, an Instinctive Telepathic Link with other Aiur Protoss. The Khala is their psionic power source.

Special Ability (Mental Discipline): Pilot never overload psionic powers due to a poor die roll. When they boost psionic powers, roll 1d20 + the amount of PL they are boosting. They only suffer a Critical crippling wound if the result is 16 or higher.

Aiur Piloted Vehicles

This is a selection of high level piloted protoss vehicles, with higher level pilots controlling higher tiered vehicles.

Justicar Phoenix Description

The justicar are a group of elite phoenix pilots that have been given the tasks of patrolling and defending protoss space with little or no support. They ensure enemies do not breach the borders of protoss territory and are especially wary of Zerg spores that drift too close. They deal with pirates, terran scavengers, and wayward colony ships. If their targets refuse to divert course, the justicar will eliminate them. A single squadron of justicar can be a threat even to smaller capital ships.

The justicar phoenix is a tier 2 phoenix piloted by a templar wing commander.

Justicar Phoenix

Level 28 Aiur Protoss Advanced Heroic Character in Gargantuan-sized Vehicle, Extreme Threat

Skill Purchases: 29

Talent Purchases: 25

Ability Score Purchases: 20

Hit Points: 598

Healing Threshold: NA

Damage Threshold: 60

Defense: 35

Toughness: 54

Resolve: 28

Acceleration Rating: 170

Max Speed: 1,300 (10 starship)

Morale Bonus: +9

Space: 4 by 4

Reach: NA

Initiative: +8

Damage Resistance: 42

Psionic Resistance: NA

Energy Shields: 676 (Shield Armor 10)

-Twin-linked Ion Cannon 1d20+29 accuracy, 90 damage, +3 strikes maximum, unlimited shots at remote range; *Special Traits:* Penetration 20, Rending 5 (20 versus constructs), Hailfire 1, Energy Damage

Skills: Acrobatics 10, Athletics 10, Computers 6, Defensive Training 13, Durability 12, Endurance 8, Influence 4, Leadership 8, Lore 6, Medicine 4, Melee 11, Mental Training 10, Perception 10, Pilot 13, Psionics 10, Ranged 13, Science 8, Stealth 6, Survival 4, Tactics 8

Talents: Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged), Dodge, Dual-Weapon Skill, Endless Energy II, Enduring Shields II, Implement Focus II, Hardened Survivalist, Psi Level 2, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Discipline Focus (telekinesis II, telepathy), Psychic Power, Resilience, Resolute, Weapon Mastery (melee, ranged III)

Skill Focuses: Defensive Training +2, Durability +2, Pilot +2, Ranged +2

Class Traits: *Armored Defender, Armored Defender II, Zealot Mastery III, Art of Absorption, Psionic Charge, Attuned Shields, Avenger, Pilot Mastery III, Aerial Sentry Mastery I, Gravity Disk, Intercept, Psi-Infused Hull, Reflection Shielding, Fearsome Barrage, Vessel Expertise, Improved Gravity Disk, Avenging Zeal, Psionic Lightning, High Templar Mastery III, Levitation, Rapid Channeling*

Psionic Powers: *Reading, Messaging, Toughness, Levitation, Manipulate, Move Object, Acute Senses, Muscular Enhancement, Telekinetic Impact, Psionic Adaptation, Force Networks, Empowered Shields*

Strength: 8*

Instinct: 9*

Agility: 7

Fortitude: 5

Intelligence: 8

Willpower: 8

Special Ability (Ion Barrage): When attacking a foe that the phoenix is moving faster than, the phoenix gets to make 1 additional strike against the target for ever speed interval they are moving faster than them. They can only receive 7 bonus strikes this way.

Special Ability (Fearsome Barrage): Once per encounter, the phoenix can activate Fearsome Barrage. Their ion cannon gains Hailfire (+1) and +6 damage and penetration. This lasts until start of phoenix's next turn. If the phoenix destroys an enemy of huge-sized or larger while using this ability, it lasts an additional turn.

Special Ability (Gravity Beam): As a standard action, the phoenix can fire a gravity beam against a target. This has a +28 accuracy bonus at long ranges. If the attack hits, the target is stunned and can be moved up to 10 squares in any direction by the phoenix, including off the ground. This ability can be sustained round by round by the phoenix's pilot, although it requires a standard action each round. The phoenix cannot move while it is using gravity beam. The gravity beam does not end unless the phoenix moves or chooses to stop sustaining it.

Special Ability (Avenger): Once the phoenix has been struck by an enemy attack, the character can declare that target to be subjected to their Avenger Mark. Once a target has been marked, another target cannot be marked that encounter until the target is destroyed. Against the marked target, the character gains +4 accuracy and +4 defense.

Special Ability (Intercept): At the start of the phoenixes turn, it can choose to activate this ability to gain control of a battlefield. For that round, the vehicle's acceleration rating is triple its normal value (510) therefore increasing combat speed, but it gains -5 defense that turn.

Special Ability (Mobile Craft): The phoenix has advanced targeting systems and takes no penalty to attacks when moving at high speeds. In addition, at combat speed, the phoenix can choose its movement direction at the start of its movement regardless of facing, when the phoenix turns, it can either change the direction of its movement or its facing. It must be moving in the direction it is facing to go at cruising speed, however.

Special Ability (Pilot Expertise): The phoenix gains advantage on pilot checks. They gain 10 protection points any time they start the round without energy shields. While the phoenix has energy shields, they have cover against enemy attacks.

Special Ability (Reinforcement): The reinforcement value from the phoenix's plated hull reduces all crippling wound points it suffers by 3.

Praetor Scout Description

Praetors are the commanders of the templar, assuming the rank under executors. While most praetors lead ground forces or command their soldiers aboard capital ships, some dedicate themselves to guiding wings of superiority fighters in battle. In a large space battle involving hundreds of craft, there is often a praetor or two organizing the wings of scouts and phoenix from a customized scout craft. In addition to their duties to their squadrons in battle, they act as executive officers on the capital ships they serve upon.

The praetor scout is a tier 3 scout piloted by a templar wing commander.

Praetor Scout

Level 26 Aiur Protoss Advanced Heroic Character in Gargantuan-sized Vehicle, Extreme Threat

Skill Purchases: 29

Talent Purchases: 25

Ability Score Purchases: 20

Hit Points: 774

Healing Threshold: NA

Damage Threshold: 65

Defense: 32

Toughness: 59

Resolve: 28

Acceleration Rating: 110

Max Speed: 1,040 (8 starship)

Morale Bonus: +9

Space: 4 by 6 squares

Reach: NA

Initiative: +8

Damage Resistance: 59

Psionic Resistance: NA

Energy Shields: 520 (Shield Armor 10)

-Twin-linked Photon Blaster 1d20+29 accuracy, 80 damage, full auto, unlimited shots at distant range; *Special Traits:* Penetration 15, Rending 2, Fully Automatic, Hailfire 1

-Antimatter Missile Battery 1d20+23 accuracy, 90 damage, 1 attack maximum, 36 shots at strategic range; *Special Traits:* Penetration 55, Burst 4, Missile

Skills: Acrobatics 10, Athletics 10, Computers 6, Defensive Training 13, Durability 12, Endurance 8, Influence 4, Leadership 8, Lore 6, Medicine 4, Melee 11, Mental Training 10, Perception 10, Pilot 13, Psionics 10, Ranged 13, Science 8, Stealth 6, Survival 4, Tactics 8

Talents: Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged), Dodge, Dual-Weapon Skill, Endless Energy II, Enduring Shields II, Implement Focus II, Hardened Survivalist, Psi Level 2, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Discipline Focus (telekinesis II, telepathy), Psychic Power, Resilience, Resolute, Weapon Mastery (melee, ranged III)

Skill Focuses: Defensive Training +2, Durability +2, Pilot +2, Ranged +2

Class Traits: *Armored Defender, Armored Defender II, Zealot Mastery III, Art of Absorption, Psionic Charge, Attuned Shields, Avenger, Pilot Mastery III, Aerial Sentry Mastery I, Gravity Disk, Intercept, Psi-Infused Hull, Reflection Shielding, Fearsome Barrage, Vessel Expertise, Improved Gravity Disk, Avenging Zeal, Psionic Lightning, High Templar Mastery III, Levitation, Rapid Channeling*

Psionic Powers: *Reading, Messaging, Toughness, Levitation, Manipulate, Move Object, Acute Senses, Muscular Enhancement, Telekinetic Impact, Psionic Adaptation, Force Networks, Empowered Shields*

Strength: 21

Instinct: 9*

Agility: 7

Fortitude: 21

Intelligence: 8

Willpower: 8

Special Ability (Target Lock): The pilot can issue a target lock as a standard action. The crew aboard the ship can then expend the lock freely with the battery attack made on that turn or a future turn. A weapon attack with a target lock either gains a +10 accuracy bonus OR the character can fire a second missile against the target, making an entirely second attack roll versus the same enemy, gaining a +4 accuracy bonus with both missiles this way.

Special Ability (Auto Aim): When the scout damages a target they expended a target lock against, they are considered to be aiming at that target every round without spending an action. This lasts until the scout aims at another target or either party leaves combat.

Special Ability (Avenger): Once the scout has been struck by an enemy attack, the character can declare that target to be subjected to their Avenger Mark. Once a target has been marked, another target cannot be marked that encounter until the target is destroyed. Against the marked target, the character gains +4 accuracy and +4 defense.

Special Ability (Intercept): At the start of the scout's turn, it can choose to activate this ability to gain control of a battlefield. For that round, the vehicle's acceleration rating is triple its normal value (330), therefore increasing combat speed, but it gains -5 defense that turn.

Special Ability (Shield Attunement): In combat, the pilot can spend a standard action recharging some of their ship's shield. This gives the pilot 2 points of energy fatigue but restores 60 shield points.

Special Ability (Pilot Expertise): The scout gains advantage on pilot checks. They gain 10 protection points any time they start the round without energy shields. While the scout has energy shields, they have cover against enemy attacks.

Special Ability (Reinforcement): The reinforcement value from the scout's plated hull reduces all crippling wound points it suffers by 3.

Aiur Piloted Capital Ships

This is a selection of capital ships commonly used by the templar with the commander's statistic included.

Aiur Ark Shuttle Description

Ark shuttles are the bulk civilian protoss transports. They move protoss populations from world to world, often with terraforming equipment, probes, and resources to begin base construction. They are only lightly armed, and thus rely on heavy escorts to protect them from attackers.

The ark shuttle is commanded by a templar commander (see Supplement 3: The Protoss).

Aiur Ark Shuttle

Level 21 Aiur Protoss Advanced Heroic Character Commanding Gigantic-sized Capital Ship, Epic Threat

Skill Purchases: 22

Talent Purchases: 15

Ability Score Purchases: 23

Hit Points: 4,995

Healing Threshold: NA

Damage Threshold: 169

Defense: 8

Toughness: 163

Resolve: 24

Acceleration Rating: 125

Max Speed: 325

Morale Bonus: +7

Space: 2 by 2 starship

Reach: NA

Initiative: +9

Damage Resistance: 66

Crew Actions: 4

Energy Shields: 2,600 (Shield Armor 27)

-Defensive Plasma Cannon Battery DC 35 Point Defense, 80 damage, 1 strike maximum; *Special Traits:* Penetration 25, Hailfire 3, Energy Damage, Point Defense (DC 30)

Skills: Acrobatics 6, Athletics 6, Computer 4, Defensive Training 9, Durability 10, Endurance 6, Influence 6, Leadership 6, Melee 9, Mental Training 6, Pilot 10, Ranged 10, Psionics 9, Tactics 8, Survival 5

Talents: Devastating Cripple (melee, ranged) Dual-Weapon Skill, Enduring Shields, Hardened Survivalist, Honor and Glory, Inspirational Presence, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Power, Resilience, Weapon Mastery (melee II, ranged II)

Skill Focuses: Durability +2, Pilot +2, Ranged +2

Class Traits: *Armored Defender II, Zealot Mastery III, Art of Absorption, Psionic Charge, Pilot Expert, Pilot Ace, Pilot Mastery III, Attuned Shields, Avenger, Aerial Sentry Mastery III, Intercept, Psi-Infused Hull, Reflection Shielding, Vessel Expertise, Avenging Zeal, Fearsome Barrage, Protoss Commander Mastery II, Praetor Mastery II, Bulwark of Faith, Resilience of the Firstborn*

Strength: 45

Instinct: 9*

Agility: 7

Fortitude: 45

Intelligence: 6

Willpower: 8

Forces: 2 swarms of zealots, 10 sentries, 10 immortals, 4 shuttles, 2 warp prisms, 50-200 protoss civilians and probes

Special Ability (Capital Ship): The vessel has 4 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action on an ark shuttle can be used for the following purposes:

Activate Thrusters: Each activate thrusters action increases the ships starship scale speed by 2 that turn, but prevents it from turning

Advanced Scanner: By spending 2 crew actions, can make a detector action in a Massive Burst (1) area

Deploy Boarders: This action allows the ship to deploy 1 military unit as boarders for another craft via teleportation platform.

Deploy Craft: A crew action can be spent to deploy 1 vehicle from the ship's hanger, up to once per round.

Emergency Repairs: A crew action can be spent to repair 1d20+56 hit points to the ship but cannot heal the ship above 50% life.

Evasive Maneuvers: The vessel can spend up to 3 crew actions on increasing its defense. The first action gives it +12 defense, and each action afterwards gives it a bonus +8.

Extra Attacks: A crew action can be spent to give a point defense weapons +3 DC for a round.

Point Defense Batteries: A crew action can be spent to maintain the Defensive Plasma Cannon Battery point defense weapon for 1 round.

Recharge Shields: A crew action can be used to recover 1d20+106 shields, even while shields are depleted during an encounter.

Special Ability (Expert Pilot): The ark shuttle gains advantage on all pilot checks.

Special Ability (Resilient War Ship): The ark shuttle reduces all crippling wounds it suffers by 2.

Aiur Carrier Description

The carrier is the workhorse and main war ship of the templar armada. A gigantic craft with little in the terms of weaponry, the carrier nonetheless possesses a host of interceptors within its hangers that it can use to wage war. In addition to having support for numerous interceptors, the carrier can quickly replace lost vessels, creating an endless tide of robotic war machines to wear down any foe.

The carrier is commanded by a templar commander (see Supplement 3: The Protoss).

Aiur Carrier

Level 26 Aiur Protoss Advanced Heroic Character Commanding Behemoth-sized Capital Ship, Epic-3 Threat

Skill Purchases: 22

Talent Purchases: 15

Ability Score Purchases: 23

Hit Points: 11,750

Healing Threshold: NA

Damage Threshold: 283

Defense: 4

Toughness: 277

Resolve: 24

Acceleration Rating: 130

Max Speed: 780

Morale Bonus: +7

Space: 4 by 4 starship

Reach: NA

Initiative: +9

Damage Resistance: 71

Crew Actions: 6

Energy Shields: 6,500 (Shield Armor 27)

Skills: Acrobatics 6, Athletics 6, Computer 4, Defensive Training 9, Durability 10, Endurance 6, Influence 6, Leadership 6, Melee 9, Mental Training 6, Pilot 10, Ranged 10, Psionics 9, Tactics 8, Survival 5

Talents: Devastating Cripple (melee, ranged) Dual-Weapon Skill, Enduring Shields, Hardened Survivalist, Honor and Glory, Inspirational Presence, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Power, Resilience, Weapon Mastery (melee II, ranged II)

Skill Focuses: Durability +2, Pilot +2, Ranged +2

Class Traits: *Armored Defender II, Zealot Mastery III, Art of Absorption, Psionic Charge, Pilot Expert, Pilot Ace, Pilot Mastery III, Attuned Shields, Avenger, Aerial Sentry Mastery III, Intercept, Psi-Infused Hull, Reflection Shielding, Vessel Expertise, Avenging Zeal, Fearsome Barrage, Protoss Commander Mastery II, Praetor Mastery II, Bulwark of Faith, Resilience of the Firstborn*

Strength: 50

Instinct: 9*

Agility: 7

Fortitude: 50

Intelligence: 6

Willpower: 8

Forces: 5 swarms of zealots, 1 swarm of dragoons or stalkers, 6 immortals, 2 colossi, 8 squadrons of 8 interceptors, 10 warp prisms, 3 squadrons of 6 scouts, 5 observers

Special Ability (Capital Ship): The vessel has 6 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action on a carrier can be used for the following purposes:

Activate Thrusters: Each activate thrusters action increases the ships starship scale speed by 1 that turn.

Advanced Scanner: By spending 2 crew actions, can make a detector action in a Massive Burst (1) area

Charge Purification: Twenty charge purification actions are required to prepare the weapon to fire.

Deploy Boarders: This action allows the ship to deploy 2 military units as boarders via teleportation platforms.

Deploy Craft: A crew action can be spent to deploy 1 vehicle from the ship's hanger, up to four times per round. Alternatively, a single crew action can deploy a squadron of eight interceptors while only take up one of the four hanger actions each round.

Emergency Repairs: A crew action can be spent to repair 1d20+56 hit points to the ship but cannot heal the ship above 50% life.

Evasive Maneuvers: The vessel can spend up to 3 crew actions on increasing its defense. The first action gives it +6 defense, and each action afterwards gives it a bonus +7.

Recharge Shields: A crew action can be used to recover 1d20+56 shields, as long as the ship has 1 shield.

Replace Interceptors: Eight replace interceptor actions are required to replace a lost squadron of eight interceptors. Once finished, the interceptors will be ready to deploy in the hanger.

Stabilizers: A crew action is required to maintain control of the ship if a move action is not spent on piloting or moving.

Special Ability (Interception Countermeasures): As a free action on their turn, the protoss carrier can declare one or more interceptor squadrons within 1 square of them to activate interception countermeasures. When this happens, the interceptors squadron disperses and begins protecting the carrier. They can no longer be attacked or targeted, and instead count as a point defense weapon for the carrier with a DC of 5x number of interceptors in the squadron (usually 40 for 8 interceptors). They use their twin-plasma cannon as their point defense weapon, with Hailfire (3) instead of normal hailfire. At the start of any turn, the carrier can order any interceptors to reform their squadrons anywhere within 1 square of the carrier again and act on their own initiative. The carrier can have any number of interceptor squadrons active in this mode.

Special Ability (Purification): The carrier can charge a purification blast weapon, designed for sanitizing worlds. This is a weapon system that requires 20 charge system actions to fire. Once it begins charging, it must be fired within 30 rounds or all charge wears off. Once the weapon is charged, it can fire a single, superheated beam of thermal energy towards the target. This is usually used on planets, where it will devastate a region approximately 5 kilometers in diameter. It can also be used against other capital ships, but it is not intended for that purpose and thus not very accurate. Roll a d20 when attacking another capital ship with purification. On a 18-20, the beam hits the target. Gives +1 to the check if the target is behemoth, +3 if the target is immense, or +5 if the target is titanic. If the beam hits the target, the enemy ship suffers a hit of 4,000 damage, ignoring damage resistance. The purification system can be used at orbital range and counts as a Grand Ordinance weapon for activation, meaning it requires a standard action and 4 crew actions to use.

Special Ability (Linked Drones): The carrier is linked to its squadrons of interceptors. When it is destroyed, all the interceptors' self-destruct. The carrier's interceptors are part of the carrier and their threat level and are not rewarded separately for experience.

Special Ability (Expert Pilot): The carrier gains advantage on all pilot checks.

Special Ability (Resilient War Ship): The carrier reduces all crippling wounds it suffers by 4.



Aiur Mothership Description

The motherships, only recently rediscovered, function as the flagships of the Golden Armada. Possessing amazing firepower, psionic abilities, a cloaking field, and enough troops to invade a planet, the mothership can single handedly change the outcome of a war. These spinning citadels inspire awe amongst their allies and terror in their foes.

Motherships are ruled over by an executor, but most of the ship is controlled by a praetor pilot, who directs and oversees the actual performance of the mothership. These praetors are Templar Wing Commanders.

Aiur Mothership

Level 30 Aiur Protoss Advanced Heroic Character Commanding Immense-sized Capital Ship, Epic-4 Threat

Skill Purchases: 29

Talent Purchases: 25

Ability Score Purchases: 20

Hit Points: 25,360

Healing Threshold: NA

Damage Threshold: 410

Defense: 4

Toughness: 404

Resolve: 26

Acceleration Rating: 100

Max Speed: 390

Morale Bonus: +8

Space: 8 by 8 starship

Reach: NA

Initiative: +12

Damage Resistance: 91

Crew Actions: 8

Energy Shields: 13,000 (Shield Armor 28)

-Purifier Beam 1d20+36 accuracy x6, 150 damage, 1 strike maximum, unlimited shots at strategic range; *Special Traits:* Penetration 60, Hailfire 1, Overwhelming Firepower, Energy Damage, Macro Battery

-EMP Pulse Cannon 1d20+26 accuracy, 170 damage, 1 strike maximum, unlimited shots at remote range; *Special Traits:* Energy Drain, Burst 33, Overwhelming Firepower

-Mothership Defensive Turrets DC 38 Point Defense, 85 damage, 1 strike maximum; *Special Traits:* Penetration 20, Energy Damage, Hailfire 5, Point Defense (DC 38)

Skills: Acrobatics 10, Athletics 10, Computers 6, Defensive Training 13, Durability 12, Endurance 8, Influence 4, Leadership 8, Lore 6, Medicine 4, Melee 11, Mental Training 10, Perception 10, Pilot 13, Psionics 10, Ranged 13, Science 8, Stealth 6, Survival 4, Tactics 8

Talents: Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged), Dodge, Dual-Weapon Skill, Endless Energy II, Enduring Shields II, Implement Focus II, Hardened Survivalist, Psi Level 2, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Discipline Focus (telekinesis II, telepathy), Psychic Power, Resilience, Resolute, Weapon Mastery (melee, ranged III)

Skill Focuses: Defensive Training +2, Durability +2, Pilot +2, Ranged +2

Class Traits: *Armored Defender, Armored Defender II, Zealot Mastery III, Art of Absorption, Psionic Charge, Attuned Shields, Avenger, Pilot Expert, Pilot Ace, Pilot Mastery III, Aerial Sentry Mastery I, Gravity Disk, Intercept, Psi-Infused Hull, Reflection Shielding, Fearsome Barrage, Vessel Expertise, Improved Gravity Disk, Avenging Zeal, Psionic Lightning, High Templar Mastery III, Levitation, Rapid Channeling*

Forces: 25 swarms of zealots, 5 swarms of dragoons or stalkers, 10 colossi, 5 reavers, 5 squadrons of 5 immortals, 10 shuttles, 10 warp prisms, 8 squadrons of 8 phoenix, 5 observers

Strength: 80 Instinct: 9* Agility: 7 Fortitude: 80

Intelligence: 8 Willpower: 8

Forces: 5 swarms of zealots, 1 swarm of dragoons or stalkers, 6 immortals, 2 colossi, 8 squadrons of 8 interceptors, 10 warp prisms, 3 squadrons of 6 scouts, 5 observers

Special Ability (Avenger Mark): When the mothership is hit by an attack, they can mark that target. Until that target is dead, or the encounter ends, they gain +4 accuracy and +4 defense against that target. They gain advantage on attacks against the marked target. They can only mark a target while there is not a marked target.

Special Ability (Capital Ship): The vessel has 8 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action on a tempest can be used for the following purposes:

Activate Thrusters: Each activate thrusters action increases the ships starship scale speed by 1 that turn.

Advanced Scanner: By spending 2 crew actions, can make a detector action in a Massive Burst (4) area

Charge Purification: Twenty charge targeted purification actions are required to prepare the weapon to fire.

Cloaking Field: The mothership can spend a crew action to cloak all allies within strategic range of the mothership. As long as they use a crew action each turn to maintain this field, it will never deactivate.

Deploy Boarders: This action allows the ship to deploy 4 military unit as boarders for another craft via teleportation platforms. The mothership's teleportation platforms functions at orbital range.

Deploy Craft: A crew action can be spent to deploy 1 vehicle from the ship's hanger, up to four times per round.

Emergency Repairs: A crew action can be spent to repair 1d20+66 hit points to the ship but cannot heal the ship above 50% life.

Evasive Maneuvers: The vessel can spend up to 3 crew actions on increasing its defense. The first action gives it +5 defense, and each action afterwards gives it a bonus +6.

Extra Attacks: Choose one of the benefits each time this option is chosen: the purifier beam can make another attack, an EMP pulse cannon gains +1 hailfire, or a point defense weapon gains +3 DC.

Manifest Psionic Power: A crew action can be used to manifest one of the ship's psionic powers. Each power can only be manifested once per round, but multiple crew actions can manifest multiple powers.

Point Defense Batteries: A crew action can be spent to maintain the mothership defense turrets, or two crew actions can be spent to activate both turrets.

Recharge Energy: A crew action can recover 5 energy for the mothership

Recharge Shields: A crew action can be used to recover 1d20+66 shields, as long as the ship has 1 shield.

Secondary Weapon: A crew action can be spent to fire a EMP Pulse Cannon, or two crew actions can be used to fire both EMP Pulse Cannons.

Stabilizers: A crew action is required to maintain control of the ship if a move action is not spent on piloting or moving.

Special Ability (Purification): The mothership can charge a purification blast weapon, designed for sanitizing worlds. This is a weapon system that requires 20 charge system actions to fire. Once it begins charging, it must be fired within 30 rounds or all charge wears off. Once the weapon is charged, it can fire a single, superheated beam of thermal energy towards the target. This is usually used on planets, where it will devastate a region approximately 5 kilometers in diameter. It can also be used against other capital ships, but it is not intended for that purpose and thus not very accurate. Roll a d20 when attacking another capital ship with purification. On a 18-20, the beam hits the target. Gives +1 to the check if the target is behemoth, +3 if the target is immense, or +5 if the target is titanic. If the beam hits the target, the enemy ship suffers a hit of 4,000 damage, ignoring damage resistance. The purification system can be used at orbital range and counts as a Grand Ordinance weapon for activation, meaning it requires a standard action and 4 crew actions to use.

Special Ability (Psionic Powers): The psionic core of the mothership can be used to unleash psionic powers of utterly devastating effect on the battlefield. For the effect of powers, the mothership has a Psi Level of 15 and all its powers gain orbital range. It has 50 total energy that it can use for its powers and can regain 5 energy by spending a crew action. The mothership does not need to make manifestation checks. Any psionic power can be activated as a crew action in the same form as a secondary weapon.

-Mothership's Psionic Powers: Psi Level 15, 50 energy, recovers 5 energy per crew action

-Blink; Manifested as a crew action, costs 2 energy; mothership teleports 6 squares at starship scale

-Guardian Shell: Manifested as a crew action; costs 6 energy; creates a protective shield centered on the mothership that effects all allies within 3 starship squares (450 normal squares; everything within area is protected by a single energy shield against outside attacks, shield pool of 375 and 30 shield armor, lasts until start of next turn

- Psionic Storm; Manifested as a crew action; costs 20 energy; effects a Massive Burst (1) area at orbital range, deals 85 piercing damage to everyone within area, lasts 4 rounds

-Recall; Manifested as a crew action; costs 14 energy; mothership can teleport themselves and all willing allies in a Massive Burst (2) centered on the caster to another known location in the sector, or can teleport all willing allies in a Massive Burst (2) anywhere in the sector to their location

-Time Rift; Manifested as a crew action, costs 11 energy; creates a Massive Burst (2) area, area either accelerates all targets within the area or slows all targets within the area; if accelerating, all targets gain Swiftiness Boost (9) and all ranged attacks gain a +15 accuracy bonus if they pass through the area; if slowing, all targets suffer Swiftiness Drain (9) and all ranged attacks gain a -15 accuracy penalty if they pass through the areas; power lasts 5 rounds

-Vortex; Manifested by spending 4 crew actions; costs 25 energy; creates a Burst (750) area vortex (Burst 5 Starship scale); everything within the area suffers 120 damage per round and must make a DC 50 strength test or be pulled into the Vortex; inside the vortex take 225 damage per round and unable to perform any actions; vortex ends after 1 minute and everything that was in is spat out, suffer an additional hit of 150 damage, emerging targets end up 1d20x5 squares from the center of the vortex in a random direction and suffer 5 exhaustion points; vehicles that emerge from the vortex must make DC 30 pilot checks, aerial vehicle that fail begin to crash, land vehicles flip, walkers are prone

Special Ability (Cloaking Field): The mothership can spend a crew action on its turn to cloak all allies within strategic range of the mothership. If they maintain using the crew action every round, the cloaking field does not break. If they do not use a crew action, the cloaking field breaks at the end of their turn.

Special Ability (Expert Pilot): The mothership gains advantage on all pilot checks.

Special Ability (Resilient War Ship): The mothership reduces all crippling wounds it suffers by 5.



Aiur Super Carrier Description

Super carriers were the flagships for the ancient protoss empire, used when the motherships were in retirement. They served as command vessels during the Great War and Brood War. After those venerable conflicts, few super carriers were left, and the mothership rendered them redundant. However, some of these vessels still serve in protoss fleets. The Ganthior, the ship Executor Tassadar used to destroy the Overmind, was a super carrier.

The super carrier is commanded by an executor.

Aiur Super Carrier

Level 32 Aiur Protoss Epic Heroic Character Commanding Behemoth-sized Capital Ship, Epic-3 Threat

Skill Purchases: 37

Talent Purchases: 31

Ability Score Purchases: 32

Hit Points: 13,360

Healing Threshold: NA

Damage Threshold: 310

Defense: 4

Toughness: 304

Resolve: 41

Acceleration Rating: 80

Max Speed: 780

Morale Bonus: +11

Space: 4 by 4 starship

Reach: NA

Initiative: +12

Damage Resistance: 91

Crew Actions: 7

Energy Shields: 8,090 (Shield Armor 22)

-Defensive Plasma Cannon Battery DC 30 Point Defense, 60 damage, 1 strike maximum; *Special Traits:* Penetration 25, Energy Damage, Hailfire 3, Point Defense (DC 30)

Skills: Acrobatics 12, Athletics 12, Computers 4, Defensive Training 14, Durability 14, Endurance 12, Influence 8, Leadership 14, Lore 10, Medicine 10, Melee 14, Mental Training 12, Perception 10, Pilot 12, Psionics 14, Ranged 12, Science 6, Stealth 8, Survival 12, Tactics 12

Talents: Awesome Abilities (willpower, fortitude), Cleave II, Defensive Fighting III, Devastating Cripple (melee), Dual Weapon Skill II, Endless Energy III, Enduring Shields II, Hardened Survivalist, Inspirational Presence, Power Strike II, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psi Level 9, Psychic Discipline Focus (telekinesis II, telepathy), Psychic Power, Resilience II, Resolute II, Swift Strikes, Weapon Mastery (melee III, ranged)

Skill Focuses: Defensive Training +2, Durability +2, Leadership +2, Melee +2, Psionics +2

Class Traits: *Armored Defender II, Zealot Mastery III < Art of Absorption, Psionic Charge, Psychic Champion Mastery III, Energizing Shields, Omniscient Stance, Psychic Ward, Tactical Devotion, Overwhelming Fury, High Templar Mastery III, Levitation, Rapid Channeling, Protoss Commander Mastery III, Resilience of the Firstborn, Bulwark of Faith, Praetor Mastery II, Power of Opportunity, Battle Synergy, Tribal Lord Mastery III, Ultimate Leader, Rally to the Cause, Legendary Survivability, Focused Fury, Legendary Power*

Strength: 80

Instinct: 6*

Agility: 8

Fortitude: 80

Intelligence: 8

Willpower: 11

Forces: 5 swarms of zealots, 1 swarm of dragoons or stalkers, 6 immortals, 2 colossi, 8 squadrons of 8 interceptors, 10 warp prisms, 3 squadrons of 6 scouts, 5 observers

Special Ability (Capital Ship): The vessel has 7 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action on a super carrier can be used for the following purposes:

Activate Thrusters: Each activate thrusters action increases the ships starship scale speed by 1 that turn.

Advanced Scanner: By spending 2 crew actions, can make a detector action in a Massive Burst (3) area

Charge Purification: Ten charge targeted purification actions are required to prepare the weapon to fire.

Deploy Boarders: This action allows the ship to deploy 4 military units as boarders via teleportation platforms.

Deploy Craft: A crew action can be spent to deploy 1 vehicle from the ship's hanger, up to four times per round. Alternatively, a single crew action can deploy a squadron of eight interceptors while only take up one of the four hanger actions each round.

Emergency Repairs: A crew action can be spent to repair 1d20+64 hit points to the ship but cannot heal the ship above 50% life.

Evasive Maneuvers: The vessel can spend up to 3 crew actions on increasing its defense. The first action gives it +8 defense, and each action afterwards gives it a bonus +7.

Extra Attacks: By spending a crew action, a point defense weapon gains +3 DC.

Point Defense Batteries: A crew action can be spent to maintain the defensive plasma cannon battery point defense weapon.

Recharge Shields: A crew action can be used to recover 1d20+56 shields, as long as the ship has 1 shield.

Replace Interceptors: Eight replace interceptor actions are required to replace a lost squadron of eight interceptors. Once finished, the interceptors will be ready to deploy in the hanger.

Stabilizers: A crew action is required to maintain control of the ship if a move action is not spent on piloting or moving.

Special Ability (Interception Countermeasures): As a free action on their turn, the protoss carrier can declare one or more interceptor squadrons within 1 square of them to activate interception countermeasures. When this happens, the interceptors squadron disperses and begins protecting the carrier. They can no longer be attacked or targeted, and instead count as a point defense weapon for the carrier with a DC of 5x number of interceptors in the squadron (usually 40 for 8 interceptors). They use their twin-plasma cannon as their point defense weapon, with Hailfire (3) instead of normal hailfire. At the start of any turn, the carrier can order any interceptors to reform their squadrons anywhere within 1 square of the carrier again and act on their own initiative. The carrier can have any number of interceptor squadrons active in this mode.

Special Ability (Targeted Purification): The carrier can charge a purification blast weapon, designed for sanitizing worlds. This is a weapon system that requires 10 charge system actions to fire. Once it begins charging, it must be fired within 30 rounds or all charge wears off. Once the weapon is charged, it can fire a single, superheated beam of thermal energy towards the target. This is usually used on planets, where it will devastate a region approximately 5 kilometers in diameter. It can also be used against other capital ships. Roll a d20 when attacking another capital ship with purification. On a 12-20, the beam hits the target. Gives +1 to the check if the target is behemoth, +3 if the target is immense, or +5 if the target is titanic. If the beam hits the target, the enemy ship suffers a hit of 4,000 damage, ignoring damage resistance. The purification system can be used at orbital range and counts as a Grand Ordinance weapon for activation, meaning it requires a standard action and 4 crew actions to use.

Special Ability (Linked Drones): The super carrier is linked to its squadrons of interceptors. When it is destroyed, all the interceptors' self-destruct. The carrier's interceptors are part of the carrier and their threat level and are not rewarded separately for experience.

Special Ability (Resilient War Ship): The carrier reduces all crippling wounds it suffers by 5.



Aiur Tempest Description

The tempest is a war machine designed to supplement the Golden Armada with long distance bombardment blasts. Capable of outranging any other ship, the tempest is designed to weaken enemy fleets before they can get in engagement range with the protoss fleet.

The tempest is commanded by a templar commander (see Supplement 3: The Protoss).

Aiur Tempest

Level 23 Aiur Protoss Advanced Heroic Character Commanding Behemoth-sized Capital Ship, Epic-3 Threat

Skill Purchases: 22

Talent Purchases: 15

Ability Score Purchases: 23

Hit Points: 10,650

Healing Threshold: NA

Damage Threshold: 276

Defense: 4

Toughness: 287

Resolve: 26

Acceleration Rating: 100

Max Speed: 390

Morale Bonus: +8

Space: 4 by 4 starship

Reach: NA

Initiative: +12

Damage Resistance: 71

Crew Actions: 6

Energy Shields: 6,500 (Shield Armor 27)

-Resonance Coil 1d20+26 accuracy, 640 damage, 1 strike maximum, unlimited shots at galactic range; *Special Traits:* Penetration 50, Massive Burst 1, Energy Damage, Macro

-EMP Pulse Cannon 1d20+28 accuracy, 140 damage, 1 strike maximum, unlimited shots at remote range; *Special Traits:* Energy Drain, Burst 32, Overwhelming Firepower

-Defensive Plasma Cannon Battery DC 30 Point Defense, 70 damage, 1 strike maximum; *Special Traits:* Penetration 25, Energy Damage, Hailfire 3, Point Defense (DC 30)

-Kinetic Overload 1d20+28 accuracy, 1,920 damage, 1 strike maximum, unlimited shots at galactic range; *Special Traits:* Piercing, Massive Burst 2, Macro, Charge System (8), Grand Ordinance

Skills: Acrobatics 6, Athletics 6, Computer 4, Defensive Training 9, Durability 10, Endurance 6, Influence 6, Leadership 6, Melee 9, Mental Training 6, Pilot 10, Ranged 10, Psionics 9, Tactics 8, Survival 5

Talents: Devastating Cripple (melee, ranged) Dual-Weapon Skill, Enduring Shields, Hardened Survivalist, Honor and Glory, Inspirational Presence, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Power, Resilience, Weapon Mastery (melee II, ranged II)

Skill Focuses: Durability +2, Pilot +2, Ranged +2

Class Traits: *Armored Defender II, Zealot Mastery III, Art of Absorption, Psionic Charge, Pilot Expert, Pilot Ace, Pilot Mastery III, Attuned Shields, Avenger, Aerial Sentry Mastery III, Intercept, Psi-Infused Hull, Reflection Shielding, Vessel Expertise, Avenging Zeal, Fearsome Barrage, Protoss Commander Mastery II, Praetor Mastery II, Bulwark of Faith, Resilience of the Firstborn*

Strength: 50 **Instinct:** 9* **Agility:** 7 **Fortitude:** 50

Intelligence: 6 **Willpower:** 8

Forces: 2 swarms of zealots, 1 swarm of dragoons or stalkers, 4 immortals, 2 colossi, 2 squadrons of 5 phoenix, 1 observer

Special Ability (Kinetic Overload): Before the kinetic overload weapon can be unleashed, eight Charge actions must be prepared to ready the weapon for use. Once it is primed, the kinetic overload requires a standard action and 4 crew actions in order to fire. As the weapon is charged, it builds up an increasingly dangerous energy field (see the Coursing Energy Charge trait below).

Special Ability (Galactic Range): The tempest's kinetic overload has essentially infinite range and will continue going into it collides with a target. If carefully calibrated, this weapon can be used to attack foes from a neighboring star system. The further away the target is, the longer it takes for the projectile to strike. To carefully calibrate the attack, someone onboard the ship will have to make a science check, and then the attack will take effect with an accuracy penalty. If either the science check or the attack fails, the attack misses entirely and deals no damage. Of course, this assumes the target is not moving in anyway besides maintained orbit. Refer to the following chart of the difficulty of hitting a distant target.

-Neighboring Planet: -10 accuracy, DC 35 science check, 10 rounds (1 minute) to arrive.

-Opposite Side of the Star System: -20 accuracy, DC 45 science check, 10 minutes to arrive

-Adjacent Star System: -30 accuracy, DC 50 science check, 2 hours to arrive

Special Ability (Capital Ship): The vessel has 6 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action on a tempest can be used for the following purposes:

Activate Thrusters: Each activate thrusters action increases the ships starship scale speed by 1 that turn.

Advanced Scanner: By spending 2 crew actions, can make a detector action in a Massive Burst (1) area

Charge Kinetic Overload: Eight charge kinetic overload actions are required to prepare the weapon to fire. As the weapon is charged, the area around the ship becomes more unstable, per the Coursing Energy Charge ability (see below)

Deploy Boarders: This action allows the ship to deploy 1 military unit as boarders for another craft via teleportation platforms.

Deploy Craft: A crew action can be spent to deploy 1 vehicle from the ship's hanger, up to once per round.

Emergency Repairs: A crew action can be spent to repair 1d20+56 hit points to the ship but cannot heal the ship above 50% life.

Evasive Maneuvers: The vessel can spend up to 3 crew actions on increasing its defense. The first action gives it +6 defense, and each action afterwards gives it a bonus +5.

Extra Attacks: Chose one of the benefits each time this option is chosen: the resonance coil can make another attack, an EMP pulse cannon gains +1 hailfire, or a point defense weapon gains +3 DC.

Point Defense Batteries: A crew action can be spent to maintain the defensive plasma cannon battery point defense weapon.

Recharge Shields: A crew action can be used to recover 1d20+56 shields, as long as the ship has 1 shield.

Secondary Weapon: A crew action can be spent to fire a EMP Pulse Cannon, or two crew actions can be used to fire both EMP Pulse Cannons.

Stabilizers: A crew action is required to maintain control of the ship if a move action is not spent on piloting or moving.

Special Ability (Coursing Energy Charge): As the tempest charges up its kinetic overload weapon, energy courses across the ship, making it a hazard to everything on or near it. When the tempest has 4 active charge on the kinetic overload, everything within 1 starship squares of it (or 300 normal squares), suffers an automatic 100 damage. This damage gains hailfire (2) against swarms and the damage is not split between members of a squadron. Pilot checks in the area also suffer disadvantage. When the kinetic overload is fully charge, the energies become even more unstable. Everything within 2 starship squares of it suffers 200 damage, with the same rules as before. Vehicles that suffer crippling wounds must make a DC 30 pilot check or lose control of their vehicles. Remember, this pilot check has disadvantage. When the tempest fires its kinetic overload, the energy charge goes away, and the effect is no longer active.

Special Ability (Expert Pilot): The tempest gains advantage on all pilot checks.

Special Ability (Resilient War Ship): The tempest reduces all crippling wounds it suffers by 4.



Nerazim Protoss NPCs

The Nerazim protoss built their home on Shakuras after being exiled from Aiur. They adopted their own form of combat, focusing on stealth and void energies, and their own culture. Now, recombining with their Aiur brethren, they have shown their effectiveness and strength as warriors.

Ascended Annihilator Description

Placed on the edge between life and death, Nerazim believe they can see clearly into the Void as they sit close to the veil. Many crippled Nerazim advocate to be placed inside an immortal-like walker, an annihilator, so they can continue to serve while seeing to the other side. A rare few annihilators thrive in these circumstances, pushing the barriers so heavily that they not only see to the other side, but it reaches into them. The liquid capsules that fill their tomb becomes pure void energies, and the half-living carcass within becomes a sort of psionic entity, like an archon. The annihilator drips and oozes with visible void energies, and this ascended walker becomes a supernatural engine of war, ready to unleash its potent energies on the foes of the Nerazim.

Ascended Annihilator Tactics

The ascended annihilator is a dreadful foe to face. They always begin combats by activating Shadow Cannon, planning to quickly eliminate their greatest foe with a precision volley. Even on an average roll, this gives their phase cannon +12 accuracy and a total hailfire of 4. Few can survive such an onslaught.

After the cannon onslaught, the annihilator will switch to psionic powers, using *Phase Shift* or *Void Prison* as needed, deciding between whether they need to control several large targets or groups of weaker enemies. They will resume attacks with their phase cannon, only using *Void Explosion* when they need to strike an enemy with exceedingly high resistance. If they begin to be overwhelmed by attackers, they will activate *Cloaking* and *Blink* to a new part of the battlefield, then reengage once they are safely in a new position. If they are positionally sound, they will use Shadow Cannon when it comes off cooldown again.

-Annihilator's Favored Psionic Powers: Psi Level 9, +26 psionic manifestation bonus (+27 with telepathy, cloaking, and energy)

-Blink; Move action; 2 energy fatigue; character instantly teleports to any location that is up to 27 squares away; does not require line of sight or prior knowledge of the location

-Cloaking; DC 14 manifestation as free action; 2 energy cost +2 per round sustained; character has the cloaking effect while the power is sustained; sustained as a free action

-Phase Shift; DC 28 manifested as standard action; 6 energy fatigue; +48 attack versus toughness against up to 2 gargantuan-size or smaller target within medium range, struck targets are incorporeal and cannot interact with anything in the real world. Phased out targets cannot deal damage or take damage, but can still move; power lasts 9 rounds

-Void Explosion; DC 30 manifestation as a standard action; 16 energy fatigue; +30 attack versus defense at remote range, target takes 63 damage; Burst 4, Piercing and Rending 4 weapon traits; struck targets lose a healing threshold

-Void Prison; DC 26 manifestation as a standard action; 12 energy cost; gains 27 squares of prison of adjacent prison to encase around enemies, if an enemy's squares are completely filled with prison blocks, make a +35 attack against their toughness; all targets sealed and successfully hit are imprisoned and Blinded, Stunned, and cannot suffer damage for 4 rounds; all squares not imprisoning enemies disappear entirely

Nerazim Ascended Annihilator

Level 30 Nerazim Protoss Advanced Heroic Character in Huge-sized Vehicle (Psychic Warrior 7, Elite Psychic Warrior 5, Eternal Warrior 7, Commander 6, Reanimated Champion 5), Formidable Threat

Skill Purchases: 32

Talent Purchases: 21

Ability Score Purchases: 25

Hit Points: 1,066

Healing Threshold: NA

Damage Threshold: 66

Defense: 44

Toughness: 54

Resolve: 34

Speed: 11

Shift Speed: 5

Morale Bonus: +12

Space: 3 by 3 squares

Reach: 2 squares

Initiative: +12

Damage Resistance: 72

Psionic Resistance: 50

Energy Shields: 350 (Shield Armor 16)

-Phase Cannon 1d20+32 accuracy, 83 damage, +2 strikes maximum, distant range; *Special Traits:* Penetration 30, Hailfire 1, Burst 3, Warp, Energy Damage

-Huge Bash 1d20+27 accuracy, 50 damage, +2 strike maximum; *Special Traits:* Penetration 6

-Shield Blast 1d20+30 accuracy, 116 damage, 1 strike maximum; *Special Traits:* All foes within 3 squares, half damage on miss

Skills: Acrobatics 10, Athletics 10, Defensive Training 14, Durability 15, Leadership 8, Lore 8, Melee 12, Mental Training 12, Perception 8, Pilot 8, Psionics 14, Ranged 14, Stealth 4, Survival 10, Tactics 12

Talents: Channeled Strength, Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged II), Enduring Shields V, Hardened Survivalist, Immune to Pain, Inspirational Presence, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psychic Powers, Resilience II, Weapon Mastery (ranged III)

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

Class Traits: *Armored Defender II, Energizing Shields, Omniscient Stance, Psychic Champion Mastery III, Eternal Warrior Mastery III, Swift Strider, War Walker, Protoss Commander Mastery III, Resilience of the Firstborn, Cannon Onslaught, Defender to the Last, Inspiring Monument, Reanimated Mastery III, Psionic Might, Shield of Defiance, Art of Avoidance, Shadow Charge, Centurion Mastery III, Dark Coil, Shadow Strike, Tactical Devotion, Arcane Construct, Invisible Stalker, Preserved Guardian II, Rapid Blink, Bulwark of Faith, Fast Dodge, Prelate Mastery II, Shadow Mark*

Psionic Powers: *Hidden Sight, Hallucination, Feedback, Acute Senses, Void Blast, Void Prison, Void Explosion, Phase Shift, Revelation, Blink, Cloaking*

Strength: 20 **Instinct:** 10 **Agility:** 11 **Fortitude:** 17

Intelligence: 6 **Willpower:** 12

Gear: Tier 3 Twin-linked Phase Cannon, Tier 3 Huge-sized Bash, Tier 3 Crystalline Computing Array, Tier 3 Heavy Plated Hull, Annihilator Exoskeleton (Argus Crystal in Dominance Socket, Khalis Fragment in Dominance Socket, Plasma Shielding in Vengeance Socket)

Special Ability (Shadow Cannon): The annihilator can channel void energies to empower its cannon. The pilot makes a DC 25 psionics check as a full-round action. Afterwards, if they are successful, the Annihilator instantly makes a phase cannon attack, which gains a +1 strike and +1 hailfire if the psionics check was successful, +1 additional strike and hailfire every 5 they surpassed the psionics DC. After the attack is resolved, the character cannot make this attack again until rounds equal to the attack's bonus hailfire rating has passed.

Special Ability (Ascended Icon of Destruction): The annihilator gains the following benefits as relates to combat:

-The annihilator can perform a shift action before or after making a ranged attack, as part of the attack action. If they do, they get +2 defense until the start of their next turn.

-Always counts as bobbing and weaving for the purpose of evading. Has a total +26 bonus on acrobatics tests to evade. They can make 2 evade attempts per turn.

-The annihilator ignores all ongoing penalties from crippling wounds. They must also suffer 7 crippling wounds to a location for it to cause the location to be destroyed.

-Regain 34 shield points each turn.

-The annihilator can activate two tactics combat augmentations at once

-All psionic powers targeting the annihilator have 0 penetration

-The annihilator ignores difficult terrain

-Whenever the annihilator loses shield points, all adjacent enemies suffer an automatic hit of damage equal to the shield points lost

-When the annihilator is reduced to 0 shield points, they perform a **Shield Blast** attack against all enemies within 3 squares

Special Ability (Reinforcement): The annihilator reduces crippling wound points suffered by 5.

Special Ability (Monument of Power): The annihilator is icon of fear and wonder. All allies within 30 squares gain +4 morale bonus. Their inspirational presence gives all allies within 12 squares +1 to all attacks, skill checks, and morale bonus. All allies within 6 squares of them gain +5 damage resistance while the annihilator is not stunned, staggered, or immobilized.

Special Ability (Protoss Arcane Construct): The annihilator is a protoss psychic with a PL of 8, and can draw powers from the Telepathy, Energy, Augmentation, and Temporal disciplines. The character also possesses Psionic Detection and Natural Mind Reading. The Void is their psionic power source. The annihilator gains the following perks that relate to psionics:

-They can activate *Cloaking* for free once per encounter, lasting 1 round and costing no actions or energy fatigue.

-When manifesting a psionic power, the annihilator heals hit points equal to energy fatigue spent

-The annihilator can use *Cloaking* and *Augmentation* powers despite being in a cybernetic walker

-The annihilator manifests all psionic powers at 1 PL higher

Patrol Commander Description

Patrol commanders lead security operations in Nerazim territory. They serve as leaders of the centurions for maintaining security in Nerazim cities and help enforce the laws of their society. They also serve as squadron leaders for the corsair patrols that roam around dark templar worlds and help defend them from hostile intrusion. They rarely assist in offensive operations, but sometimes will if the threat is close enough to Nerazim space.

Patrol Commander Tactics

Patrol commanders are usually encountered within their corsair ships, but on the ground, they can be found leading centurions and nerazim pilots. In leadership positions, they generally activate the Defensive Formation combat augmentation. They will usually manifest a *Void Prison* in the beginning of combat, to limit the number of foes they must face at once. Afterwards, they will usually cloak and *Shadow Walk* to set up ambushes and flank with their allies. They will use *Void Blast* to finish off distant enemies, and *Astral Winds* to help recover from a potential loss when multiple allies start taking too much damage.

-Pilot's Favored Psionic Powers: Psi Level 6, +18 psionic manifestation bonus (+21 with energy, telepathy, and cloaking), recovers 2 energy fatigue per turn

-Astral Winds; DC 28 manifestation as a standard action; 14 energy fatigue; healing energies flow in rectangular area 6 squares long and 3 squares deep. All allies within the area can spend a healing threshold to recover 60 hit points.

-Cloaking; DC 14 manifestation as minor action; 3 energy cost +3 per round sustained; character has the cloaking effect while the power is sustained, double shift speed while cloaking; sustained as a free action

-Void Blast; DC 22 manifestation as a standard action; 6 energy fatigue; +18 attack at medium range, target takes 44 damage, Penetration 24.

-Void Prison; DC 26 manifestation as a standard action; 12 energy cost; gains 6 squares of prison of adjacent prison to encase around enemies, if an enemy's squares are completely filled with prison blocks, make a +23 attack against their toughness; all targets sealed and successfully hit are imprisoned and Blinded, Stunned, and cannot suffer damage for 3 rounds; all squares not imprisoning enemies disappear entirely

Nerazim Patrol Commander

Level 26 Nerazim Protoss Advanced Heroic Character (Centurion 7, Steersman 7, Astral Steersman 4, Dark Templar 7, Celestial Wrath 1), High Threat

Skill Purchases: 29

Talent Purchases: 25

Ability Score Purchases: 20

Hit Points: 223

Healing Threshold: 7

Damage Threshold: 33

Defense: 31

Toughness: 30

Resolve: 32

Speed: 9

Shift Speed: 3

Morale Bonus: +9

Space: 1 square

Reach: 1 square

Initiative: +9

Damage Resistance: 30

Psionic Resistance: 43

Energy Shields: 80 (Shield Armor 13)

-Warp Psi Blade 1d20+14 accuracy, 37 damage, +3 strikes maximum; *Special Traits:* Penetration 12, Defensive, Regain 5 shield points

-Plasma Rod 1d20+15 accuracy, 59 damage, +2 strikes maximum, 7 shots at medium range; *Special Traits:* Penetration 10, Energy Damage

Skills: Acrobatics 10, Athletics 10, Computers 6, Defensive Training 13, Durability 12, Endurance 8, Influence 4, Leadership 8, Lore 6, Medicine 4, Melee 11, Mental Training 10, Perception 10, Pilot 13, Psionics 10, Ranged 13, Science 8, Stealth 6, Survival 4, Tactics 8

Talents: Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged), Dodge, Dual-Weapon Skill, Endless Energy II, Enduring Shields II, Implement Focus II, Hardened Survivalist, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Discipline Focus (telekinesis II, telepathy), Psychic Power, Resilience, Resolute, Weapon Mastery (melee, ranged III)

Skill Focuses: Defensive Training +2, Durability +2, Pilot +2, Ranged +2

Class Traits: *Armored Defender, Armored Defender II, Centurion Mastery III, Art of Avoidance, Shadow Charge, Dark Templar Mastery III, Shadow Walk, Shadow Curtain, Extermination, Pilot Expert, Pilot Ace, Pilot Mastery III, Avenger, Attuned Shields, Distortion Field, Dune Sweeper, Spiral Motion, Reflection Shield, Fearsome Barrage, One with the Vessel, Weaponized Dune Sweeper, Void Jump, Celestial Wrath Mastery I, Soar the Stars*

Psionic Powers: *Reading, Messaging, Cloaking, Stop Organ, Hallucination, Manipulate, Move Object, Void Blast, Writhing Darkness, Void Prison, Astral Winds*

Strength: 7*

Instinct: 9*

Agility: 8

Fortitude: 5

Intelligence: 8

Willpower: 8

Gear: Tier 3 Commodore Flight Power Suit (Khaydarin Crystal in Vengeance Socket, Khalis Fragment in Dominance Socket, Uraj Fragment in Normal Socket, Argus Crystal in Normal Socket), Hood (Plasma Shielding in Dominance Socket), Tier 3 Warp Psi Blade, Tier 3 Plasma Rod, Tier 3 Equipment Belt, Tier 3 Magnifying Lens, Tier 3 Repair Kit x2, Tier 3 Medipack x2

Special Ability (Extermination): While cloaked, the pilot can choose to instantly assassinate an unaware target with their warp blade. This is a standard action. The character makes a d20+11 check against a target's damage threshold. If the check succeeds, the target instantly dies without ever knowing what happened. If the check is failed, the target is aware of them and no damage is done. This ability can be performed regardless of the target's size or armor.

Special Ability (Shadow Crystal): Once per encounter, the pilot can be cloaked until the start of their next turn. This does not cost energy or require a manifestation.

Special Ability (Avenging Mark): -When the pilot or their vehicle is hit by an attack, they can mark that target. Until that target is dead, or the encounter ends, they gain +4 accuracy and +4 defense. They gain advantage on attacks against the marked target. They can only mark a target while there is not marked targets.

Special Ability (Protoss Master Pilot): The pilot gains the following perks as relates to controlling vehicles:

-Any vehicle the pilot commands gain the following benefits: +12 defense, +12 accuracy, +6 shield armor, +30% shield pool, +30% maximum speed, +2 square speed in mass combat, +2 power ratings of damage, and can move at combat speed at 4x acceleration rating. The pilot can use all pilot maneuvers and gain +2 bonus to pilot maneuvers and vehicle stunts.

-While in a vehicle, the pilot can make short-ranged warp jumps even if their vehicle is not warp capable. They do not need to test to make warp jumps.

-The vehicle gains 10 protection points at the start of any turn it does not have shields

-When the character activates cloaking while inside a flying ship, the ship gains the Hidden condition as long as they are cloaked.

-Once per encounter, the pilot can activate Fearsome Barrage. Their vehicle attacks use twice as much ammunition but gain Halffire 1 and +6 damage and penetration. This lasts until start of pilot's next turn. If the pilot destroys an enemy of huge-sized or larger while using this ability, it lasts an additional turn.

-While the pilot's vehicle has active energy shields, the vehicle gains cover

Special Ability (Protoss Combat Master): The pilot gains the following perks as relates to personal combat:

- The pilot can spend 1 energy fatigue as a standard action to perform a Shadow Walk, teleporting up to 12 squares in any direction.

-The pilot can move +6 squares when charging and move through 6 squares of occupied squares or terrain features. The target of the charge is flat-footed against the attack.

-The pilot always counts as bobbing and weaving for the purpose of evading, and gains +5 to acrobatics tests to evade

-When the pilot manifests a psionic power, they gain concealment against ranged attacks for 1 round.

Special Ability (Protoss Psychic): The pilot is a protoss psychic that can gain a Psi Level of up to 10 and can draw powers from the Telepathy, Telekinesis, Energy, or Augmentation disciplines. The character also possesses Psionic Detection and Natural Mind Reading. The Void is their psionic power source.

Prelate Description

Prelates are the leaders of the Nerazim, the tribal leaders and military commanders that serve underneath the Matriarch. Most prelates are ancient, mystical individuals of great power and strong will, speaking with cryptic intensity and world-weary wisdom. Since the combination of the two societies, the cautionary wisdom and pragmatism of the prelates has conflicted with the aggression and bravado of templar executors. Much as their soft-spoken wisdom is underestimated in the council chamber, until their brutal effectiveness is witnessed on the battlefield.

There are only a few dozen prelates at any one period, and each one of them has a great degree of responsibilities and power. They are rarely encountered alone unless they chose to. Prelates should always be named and important individuals and facing one in battle should be a noteworthy and memorable event.

Prelate Tactics

Prelates are deadly foes with a versatile skill set, combining psionics with melee offense, maneuverability, stealth, and leadership. Prelates always make sure to have their leadership augmentations active, usually using efficiency or coordinate, and keep their allies full on morale. Their rallying gives more morale, recharges shields, and gives free short-ranged teleportation, so it is very important. In the meantime, prelates will continue to bolster their allies with *Void Armor* and rally actions to ensure they rarely take hit point damage.

When they are ready to enter battle, prelates will use *Void Prison* to crowd control their foes and begin using *Void Blast* and *Mind Overload* on their foes. Unlike most dark templar, they will generally not *Cloak*, unless all of their allies are cloaked. They prefer to remain seen to attract enemies to try and fight them and tank for other allies that do not cloak, such as signifiers and void templar. Once they are done testing their foe's abilities, or the foe approaches them, the prelate will engage them in melee. They ensure they are always using bob and weave actions, bring their melee defense to an impressive 49, while also getting the ability to evade ranged attacks multiple times per turn. Once a foe is up to them, they will try to use *Reapers Due* if they think it is worth not being able to bob and weave this turn. They are more likely to consider that move if they are close to killing a target.

Prelates value their own lives, as well as the lives of their soldiers, so they will issue a retreat if a battle is going poorly. They will use void prison to hold back enemies while they try to escape and use a *Shadow Form* to make a hasty egress. They will make sure all of their soldiers are safely away first, holding back the enemy as they fall back.

-Prelate's Favored Psionic Powers: Psi Level 9, +25 psionic manifestation bonus (+27 with telepathy and energy), recovers 3 energy fatigue per turn

-Cloaking; DC 14 manifestation as free action; 1 energy cost +1 per round sustained; character has the cloaking effect while the power is sustained; sustained as a free action

-Mind Overload; DC 24 manifestation as one or more full-round actions; 7 energy fatigue; +33 attack versus resolve at medium range, target takes 112 psionic damage, and then 61 psionic damage at the start of the caster's next turn, and 30 psionic damage at the turn after that, targets are staggered for 1 round for every crippling wound they suffer from this power.

-Shadow Form; DC 28 manifestation as a standard action; 3 energy fatigue +6 per round sustained; while the power is active, the character is cloaked, cannot suffer damage, and flies at a speed of 27 squares. Cannot make any physical or psionic attacks in this form. All enemies within 1 square of the character suffer 27 damage.

-Void Armor; DC 28 manifestation as a move action; 11 energy cost; every ally within a Burst 9 centered on the caster gains a temporary energy shield for 4 rounds, shield pool of 63 and shield armor of 9

-Void Blast; DC 22 manifestation as a standard action; 5 energy fatigue; +30 attack at medium range, target takes 56 damage, Penetration 36, Rending 5

-Void Prison; DC 26 manifestation as a standard action; 11 energy cost; gains 27 squares of prison of adjacent prison to encase around enemies, if an enemy's squares are completely filled with prison blocks, make a +33 attack against their toughness; all targets sealed and successfully hit are imprisoned and Blinded, Stunned, and cannot suffer damage for 4 rounds; all squares not imprisoning enemies disappear entirely

Nerazim Prelate

Level 30 Nerazim Protoss Epic Heroic Character (Centurion 7, Shadow Guard 5, Dark Templar 7, Prelate 6, Tribal Lord 5), High Threat

Skill Purchases: 37	Talent Purchases: 31	Ability Score Purchases: 32
Hit Points: 550	Healing Threshold: 10	Damage Threshold: 40
Defense: 41	Toughness: 35	Resolve: 33
Speed: 10	Shift Speed: 5	Morale Bonus: +11
Space: 1 square	Reach: 1 square	Initiative: +12
Damage Resistance: 32	Psionic Resistance: 70	Energy Shields: 240 (Shield Armor 16)

-**Warp Psi Blade** 1d20+27 accuracy, 53 damage, +4 strikes maximum; *Special Traits*: Penetration 19, Defensive

-**Warp Psi Blade w/ Reaper's Due** 1d20+77 accuracy, 173 damage, 1 strikes maximum; *Special Traits*: Penetration 19, Defensive, Full-Round Action

Skills: Acrobatics 12, Athletics 12, Computers 4, Defensive Training 14, Durability 14, Endurance 12, Influence 8, Leadership 14, Lore 10, Medicine 10, Melee 14, Mental Training 12, Perception 10, Pilot 12, Psionics 14, Ranged 12, Science 6, Stealth 8, Survival 12, Tactics 12

Talents: Awesome Abilities (willpower), Cleave II, Defensive Fighting III, Devastating Cripple (melee II), Dual Weapon Skill, Duelist III, Endless Energy III, Enduring Shields III, Hardened Survivalist, Inspirational Presence, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psi Level 9, Psychic Discipline Focus (cloaking, telekinesis, telepathy), Psychic Power, Resilience II, Resolute II, Weapon Mastery (melee III, ranged I)

Skill Focuses: Defensive Training +2, Durability +2, Leadership +2, Melee +2, Psionics +2

Class Traits: *Armored Defender II, Centurion Mastery III, Art of Avoidance, Shadow Charge, Psychic Champion Mastery III, Energizing Shields, Omniscient Stance, Shadow Strike, Tactical Devotion, Dark Coil, Dark Templar Mastery III, Shadow Walk, Shadow Curtain, Extermination, Fast Dodge, Prelate Mastery II, Bulwark of Faith, Shadow Mark, Tribal Lord Mastery III, Ultimate Leader, Rally to the Cause, Legendary Survivability, Focused Fury, Legendary Power*

Psionic Powers: *Reading, Messaging, Cloaking, Stop Organ, Mind Blast, Mind Overload, Manipulate, Move Object, Void Blast, Writhing Darkness, Void Prison, Shadow Form, Void Armor, Writhing Darkness*

Strength: 9* **Instinct**: 6* **Agility**: 10 **Fortitude**: 10

Intelligence: 8 **Willpower**: 11

Gear: Tier 3 Warp Psi Blade, Tier 3 Protoss Light Power Suit (Bloodshard Crystal in Wisdom Socket, Argus Crystal in Vengeance Socket), Hood (Plasma Shielding in Dominance Socket), Cloak (Uraj Fragment in Immortality Socket), Amulet (Argus Crystal in Wisdom Socket), Tier 3 Psionic Amplifier, Tier 3 Equipment Belt x3, Tier 3 Crystalline Computing Array, Tier 3 Telepathic Amplifier, Tier 3 Medipack

Special Ability (Extermination): While cloaked, the prelate can choose to instantly assassinate an unaware target with their warp blade. This is a standard action. The character makes a d20+14 check against a target's damage threshold. If the check succeeds, the target instantly dies without ever knowing what happened. If the check is failed, the target is aware of them and no damage is done. This ability can be performed regardless of the target's size or armor.

Special Ability (Defensive Focuses): The prelate recovers 14 shield points at the start of every turn. They regain 6 shields whenever they hit with a melee attack. In addition, when they perform a bob and weave action, they gain a bonus +6 to their defense against melee attacks.

Special Ability (The Reaper's Due): As a full-round action, the prelate makes a single strike melee attack against a single target, using the attack profile above.

Special Ability (Shadow Strike): The prelate can perform a shadow strike as a full-round action. The prelate instantly teleports 30 squares to be adjacent to an enemy, and makes a free, single-strike melee attack against that foe treating them as flat-footed. If the attack hits, the prelate can then teleport 6 squares and repeat the above attack against a new target. They can then continue to make teleportation attacks against additional targets so long as they continue to hit. Each successful teleportation and attack costs the shadow guard 4 energy fatigue, and must be made against a new target. Once the prelate is reduced to a +0 manifestation bonus or has no new targets to attack, then the effect ends. This power can only be used once per minute.

Special Ability (Protoss Master Combatant): The prelate gains the following perks as relates to combat:

-The prelate can spend 1 energy fatigue as a standard action to perform a Shadow Walk, teleporting up to 18 squares in any direction.

- When the prelate charges, they can move +9 squares and can pass through 9 occupied squares, including terrain features, without provoking opportunity attacks. Afterwards, the target is flat-footed against the attack and the charge deals +40 damage. If the charge attack roll also surpasses the target's resolve, they are staggered for 1 turn.
- The prelate can activate two tactics abilities with a single tactics checks and have both results apply. The prelate always counts as bobbing and weaving for being able to evade, gains +5 to acrobatics tests to evade, and can evade twice per round.
- When the prelate manifests a psionic power while not cloaking, they gain the benefit from concealment for the next turn.
- The prelate reduces the cost of Energy (void) powers by 1
- The prelate regains 3 energy fatigue per round and gains +6 accuracy with psionic powers, or +11 with telepathy powers
- When the prelate spends a healing threshold, roll a d20. On a 15+, the healing threshold is not used.

Special Ability (Protoss Master Leader): The prelate gains the following perks as relates to leadership:

- When the prelate grants a protoss ally a morale point from a rally action, that ally regains 30 shields and can instantly teleport up to 3 squares per morale point you gave them.
- Generate +1 morale point on a successful rally action, can give up to 2 morale points to a single ally, can give allies 2 more morale points than they can normally gain
- All allies within 11 squares gain a +1 bonus to accuracy and skill checks
- Allies under the executor's leadership can manifest an offensive psychic power instead of making an attack when an enemy trigger an opportunity attack from them. This power must be able to be manifested as a standard action and cannot be boosted.
- Once per round, when the prelate damages an enemy with an attack, that target becomes shadow marked. All allies under the character's leadership gain +5 accuracy and damage with every attack and psionic power against that target. The mark lasts until the start of the prelate's next turn.

Special Ability (Protoss Psychic): The prelate is a protoss psychic that can gain a Psi Level of up to 10 and can draw powers from the Telepathy, Telekinesis, Energy, or Augmentation disciplines. The character also possesses Psionic Detection and Natural Mind Reading. The Void is their psionic power source.



Shadow Guard Elite Description

The shadow guard elites are the best warriors of the Nerazim. Masterful warriors clad in heavy armor overlaid with shrouds of cloth, these mysterious warrior saints carry a quiet confidence and brooding intensity. Most of their activities are secret, known only to the Matriarch and her prelates, but they will be witnessed by their kin in meeting halls and the largest battlefields. Only once they finish with their hidden agendas and join their kin in battle will their terrifying speed and might be witnessed by their kin.

Shadow Guard Tactics

If they get the opportunity, shadow guard will prefer to initiate encounters while cloaked, and use exterminate to eliminate their foes without the need for a combat. Otherwise, they will use trickery to distract foes, using *Cloaking* and *Hallucination* to distract foes while they move in for the kill. Their melee attacks are devastating, and also regenerate their shields from any damage they suffer. They prefer to use tactics to increase their defense and damage resistance, trying to mitigate any damage they take from their enemies. They bob and weave if they have the actions, so their incredible evading abilities can be used. Shadow guards rely on their psi blades for most of their damage but will use *Mind Blast* to weak minded or distant foes, while using *Mind Ripple* to take out groups of weak foes at once.

-Shadow Guard's Favored Psionic Powers: Psi Level 6, +20 psionic manifestation bonus, recovers 3 energy fatigue per turn

-Cloaking; DC 14 manifestation as free action; 3 energy cost +3 per round sustained; character has the cloaking effect while the power is sustained, double shift speed while cloaking; sustained as a free action

-Hallucination; DC 18 manifestation as standard action; 7 energy cost; creates 2 hallucinations within distant range that last 18 rounds, hallucinations can be anything up to gargantuan sized, hallucinations deal no damage but are indistinguishable from ordinary objects, can be revealed as fake through detector action.

-Mind Blast; DC 20 manifestation as a standard action; 6 energy fatigue; +23 attack versus resolve at medium range, target takes 68 psionic damage; Burst 1.

-Mind Ripple; DC 22 manifestation as a full-round action; 12 energy fatigue; +23 attack versus resolve in a Burst 7 centered on the caster, targets takes 68 psionic damage

Nerazim Shadow Guard Elite

Level 24 Nerazim Protoss Advanced Heroic Character (Centurion 7, Shadow Guard 5, Dark Templar 7, Tribal Champion 5), High Threat

Skill Purchases: 27

Talent Purchases: 22

Ability Score Purchases: 19

Hit Points: 258

Healing Threshold: 8

Damage Threshold: 32

Defense: 36

Toughness: 34

Resolve: 30

Speed: 10

Shift Speed: 4

Morale Bonus: +10

Space: 1 square

Reach: 1 square

Initiative: +10

Damage Resistance: 30

Psionic Resistance: 36

Energy Shields: 120 (Shield Armor 7)

-Warp Psi Double Scythe w/ Dual-Wielding 1d20+14 accuracy, 59 damage, +4 strikes maximum x2; *Special Traits:* Penetration 28, Rending 3, Regain 5 shield points

Skills: Acrobatics 7, Athletics 7, Computers 2, Defensive Training 12, Durability 10, Endurance 8, Influence 2, Leadership 4, Lore 6, Medicine 4, Melee 12, Mental Training 12, Perception 8, Pilot 4, Psionics 12, Ranged 8, Stealth 4, Survival 8, Tactics 10

Talents: Combat Reflexes, Defensive Fighting II, Devastating Cripple (melee), Dual-Weapon Skill II, Enduring Shields II, Hardened Survivalist, Power Strike II, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Discipline Focus (cloaking, telepathy, telekinesis), Psychic Power, Resilience, Righteous Fury, Swift Strikes II, Weapon Mastery (melee III)

Skill Focuses: Defensive Training +2, Melee +2, Mental Training +2, Psionics +2

Class Traits: *Armored Defender II, Art of Avoidance, Shadow Charge, Centurion Mastery III, Energizing Shields, Omniscient Stance, Psychic Champion Mastery III, Dark Coil, Shadow Strike, Tactical Devotion, Dark Templar Mastery III, Extermination, Shadow Curtain, Shadow Walk, Empowered Core Power, Legendary Prowess, Mixed Fighting Style, Quickened Power, Tribal Champion Mastery III, Weapon Origin Mastery*

Psionic Powers: *Reading, Messaging, Cloaking, Hidden Sight, Hallucination, Mind Blast, Mind Ripple, Acute Senses, Manipulate, Move Object*

Strength: 10*

Instinct: 2

Agility: 10*

Fortitude: 6

Intelligence: 6

Willpower: 8

Gear: Tier 3 Warp Psi Double Scythe, Tier 3 Protoss Heavy Power Suit (Khalis Fragment in Vengeance Socket, Ilhan Crystal in Immortality Socket, Uraj Fragment in Normal Socket), Hood (Plasma Shielding in Dominance), Cloak (Argus Crystal in Immortality Socket), Tier 3 Equipment Belt x2, Tier 3 Backpack, Tier 3 Hand Console, Tier 3 Magnifying Lens, Tier 3 Medipack x2

Special Ability (Extermination): While cloaked, the shadow guard can choose to instantly assassinate an unaware target with their warp blade. This is a standard action. The character makes a d20+22 check against a target's damage threshold.. If the check succeeds, the target instantly dies without ever knowing what happened. If the check is failed, the target is aware of them and no damage is done. This ability can be performed regardless of the target's size or armor.

Special Ability (Shadow Strike): The shadow guard can perform a shadow strike as a full-round action. The nerazim instantly teleports 5 squares and makes a single melee strike at a target within reach. The target is flat-footed against the attack. If the attack hits, they can again teleport 5 squares and attack a new, different target. They can then continue to make teleportation attacks against additional targets. Each successful teleportation and attack costs the shadow guard 4 energy fatigue, and must be made against a new target. Once the shadow guard is reduced to a +0 manifestation bonus or has no new targets to attack, then the effect ends. This power can only be used once per minute.

Special Ability (Protoss Master Warrior): The shadow guard gains the following perks as relates to combat:

- When the shadow guard charges, they can move +6 squares and can pass through 6 occupied squares, including terrain features, without provoking opportunity attacks. Afterwards, the target is flat-footed against the attack. If the charge attack roll also surpasses the target's resolve, they are staggered for 1 turn.
- The shadow guard always counts as bobbing and weaving for being able to evade, and gains +5 to acrobatics tests to evade
- The shadow guard can activate two tactics abilities with a single tactics checks and have both results apply.
- When the shadow guard slays an enemy with a melee attack, they regain 5 energy.
- The shadow guard regains 3 shield points per turn and regains 5 shields whenever the hit with an attack

Special Ability (Protoss Master Psychic): The shadow guard gains the following perks as relates to psionics:

- The shadow guard can spend 1 energy fatigue as a standard action to perform a Shadow Walk, teleporting up to 26 squares in any direction. When they teleport, all enemies adjacent to them when they teleport suffer a hit of 40 automatic damage, not requiring an attack roll but reduced by damage resistance as normal. Alternatively, this power can be used as a minor action once per turn while costing 2 energy fatigue.
- When the shadow guard manifests a psionic power while not cloaking, they gain the benefit from concealment for the next turn.
- Once per round, when the shadow guard slays an enemy with a psionic power, they can take an instant move or charge action.
- The shadow guard gains +5 accuracy with psionic powers
- The shadow guard has a shift speed of 8 while cloaked

Special Ability (Protoss Psychic): The shadow guard is a protoss psychic that can gain a Psi Level of up to 10 and can draw powers from the Telepathy, Telekinesis, Energy, or Augmentation disciplines. The character also possesses Psionic Detection and Natural Mind Reading. The Void is their psionic power source.



~Void Templar discover a hidden Xel'Naga Ruin

Void Templar Description

Void templars are warrior mystics that have dedicated themselves to understanding and becoming one with the void. They are a martial order of the signifier organization; not only seeking to master the void, but to use that knowledge in battlefield applications. These shrouded warriors take part in important operations regarding the future of the protoss race and are first to examine Xel'Naga ruins. During the End War, they took particular interest in fighting the hybrid and cleansing the corruption of Amon, seeing him as a corruption of the void they venerate. In more peaceful times, they act as the right hands of the prelates.

Void Templar Tactics

While void templar possess the great fighting and cloaking abilities of other dark templar warriors, their preferred method of combat is to vaporize foes with their considerable void powers. They will usually begin combats with *Psionic Maelstrom* to control their foes, and then bombard enemies with void powers. They will bob and weave and seek to destroy enemies with *Void Explosion*, quickly building their void energies so they get even more damage. They will sometimes interrupt their *Void Explosion* with *Void Blasts* as a low-cost way of building their void energies, or *Void Armor* as needed.

When they have their energies, the void templar will often enter combat, letting their passive energy recover occur while getting flight speed, extra damage resistance, and a destructive aura of void energies. They continue bobbing and weaving, so they can increase their melee defenses to considerable degrees while making opportunity attacks at targets that miss them. In the meantime, they recover energy by dealing crippling wounds. Once they have thoroughly recovered their energies, they will *Shadow Walk* away and begin bombarding foes with void powers again. They will interrupt this rotation with an *Astral Winds* as needed.

-Void Templar's Favored Psionic Powers: Psi Level 8, +24 psionic manifestation bonus (+26 with telepathy, telekinesis, and energy), recovers 2 energy fatigue per turn

-Astral Winds; DC 28 manifestation as a standard action; 11 energy fatigue; healing energies flow in rectangular area 18 squares long and 9 squares deep. All allies within the area can spend a healing threshold to recover 75 hit points.

-Cloaking; DC 14 manifestation as free action; 2 energy cost +2 per round sustained; character has the cloaking effect while the power is sustained; sustained as a free action

-Psionic Maelstrom; DC 24 manifested as standard action; 13 energy fatigue; +28 attack versus resolve at distant range, Burst 9 area, struck targets are stunned, stunned targets must make a DC 24 endurance check at the end of each of their turns; gains a +2 bonus on the check for every round they are stunned, can make a check to cancel when taking damage

-Shadow Form; DC 28 manifestation as a standard action; 3 energy fatigue +6 per round sustained; while the power is active, the character is cloaked, cannot suffer damage, and flies at a speed of 27 squares. Cannot make any physical or psionic attacks in this form. All enemies within 1 square of the character suffer 27 damage.

-Void Armor; DC 28 manifestation as a move action; 12 energy cost; every ally within a Burst 9 centered on the caster gains a temporary energy shield for 4 rounds, shield pool of 63 and shield armor of 9

-Void Blast; DC 22 manifestation as a standard action; 3 energy fatigue; +26 attack at medium range, target takes 56 damage, Penetration 36, Rending 5

-Void Explosion; DC 30 manifestation as a standard action; 13 energy fatigue; +24 attack versus defense at remote range, target takes 63 damage; Burst 9, Piercing and Rending 13 weapon traits; struck targets lose a healing threshold; power deals +1 crippling wound point on a wound

Nerazim Void Templar

Level 26 Nerazim Protoss Advanced Heroic Character (Dark Templar 7, Assassin 5, Shadow Guard 7, Signifier 5, Blade Dancer 2), High Threat

Skill Purchases: 31

Talent Purchases: 21

Ability Score Purchases: 22

Hit Points: 220

Healing Threshold: 7

Damage Threshold: 32

Defense: 37

Toughness: 34

Resolve: 31

Speed: 9

Shift Speed: 3

Morale Bonus: +10

Space: 1 square

Reach: 1 square

Initiative: +10

Damage Resistance: 11

Psionic Resistance: 43

Energy Shields: 90 (Shield Armor 11)

-Warp Psi Blade 1d20+17 accuracy, 47 damage, +4 strikes maximum; *Special Traits:* Penetration 20, Rending 7

Skills: Acrobatics 11, Athletics 10, Computers 4, Defensive Training 13, Durability 11, Endurance 8, Influence 8, Lore 12, Medicine 10, Melee 11, Mental Training 11, Perception 11, Pilot 7, Psionics 14, Ranged 10, Science 6, Stealth 11, Survival 8, Tactics 10

Talents: Defensive Fighting III, Devastating Cripple (melee), Dodge II, Dual-Weapon Skill, Duelist III, Endless Energy, Enduring Shields, Hardened Survivalist, Psi Level 3, Psi level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psychic Discipline Focus (telepathy, telekinesis, energy, cloaking), Psychic Power x2, Resilience, Swift Strikes, Weapon Mastery (melee II)

Skill Focuses: Defensive Training +2, Lore +2, Psionics +3

Class Traits: *Dark Templar Mastery III, Shadow Walk, Shadow Curtain, Extermination, Instant Recovery, Assassin Mastery III, Revitalizing Strike, Dark Embrace, Armored Defender II, Centurion Mastery III, Art of Avoidance, Shadow Charge, Signifier Mastery III, Void Energies, Blinding Shadows, Shroud of Cloaking, Improved Void Channeling, Blade Dancer Mastery I, Artful Riposte, Extended Blade*

Psionic Powers: *Reading, Messaging, Cloaking, Stop Organ, Manipulate, Move Object, Hallucination, Feedback, Mind Blast, Psionic Maelstrom, Void Blast, Void Armor, Astral Winds, Shadow Form, Void Explosion, Black Hole*

Strength: 5 **Instinct:** 5 **Agility:** 8 **Fortitude:** 5

Intelligence: 8 **Willpower:** 10

Gear: Tier 3 Warp Psi Blade, Tier 3 Protoss Armor Suit (Uraj Fragment in Normal Socket, Khalis Fragment in Normal Socket), Hood (Argus Crystal in Dominance Socket), Robe (Uraj Fragment in Wisdom Socket, Plasma Shielding in Immortality Socket), Tier 3 Equipment Belt x3, Tier 3 Backpack, Tier 3 Hand Console, Tier 3 Magnifying Lens, Tier 3 Memory Crystal x2, Tier 3 Light Orb, Tier 3 Medipack x2

Special Ability (Extermination): While cloaked, the shadow guard can choose to instantly assassinate an unaware target with their warp blade. This is a standard action. The character makes a d20+11 check against a target's damage threshold.. If the check succeeds, the target instantly dies without ever knowing what happened. If the check is failed, the target is aware of them and no damage is done. This ability can be performed regardless of the target's size or armor.

Special Ability (Void Energies): The void templar builds up supernatural energies as they channel the power of the void. Whenever the signifier manifests an Energy (void) psionic power, they gain 16 void energy points. The void energies give the character a variety of benefits as long as they have them. The void energies disperse once the character goes down to a +0 manifestation check or performs an action to recover energy fatigue. The current of psionic power gives the character the following benefits based on how much void energy points they have active.

-1-10: Fly speed of 6

-11-20: +2 damage resistance, and can have damage taken subtract from void energies instead of health

-21-30: Energy (void) powers gain +8 manifestation, +1 PL, and cost 1 less energy fatigue

-41-50: Offense void powers deal +30 bonus damage

-51+: Everyone adjacent to the void templar takes damage equal to void energy points

Special Ability (Protoss Master Warrior): The void templar gains the following perks as relates to combat:

-When the void templar charges, they can move +8 squares and can pass through 8 occupied squares, including terrain features, without provoking opportunity attacks. Afterwards, the target is flat-footed against the attack.

-The void templar always counts as bobbing and weaving for being able to evade, and gains +5 to acrobatics tests to evade

-When the void templar deals a crippling wound to a living target with their psi blade, they recover 4 energy

-When the void templar is missed by a melee attack within their reach, they can make an opportunity attack at their attacker, with an accuracy bonus equal to how much the attack missed by.

-When the void templar is bobbing and weaving with their weapon drawn, they gain a +7 bonus to their defense against melee attacks

-The void templar can make 2 reactions per round

-In a turn where the void templar bobbed and weaved, they gain +1 reach with their psi blade

Special Ability (Protoss Master Psychic): The void templar gains the following perks as relates to psionics:

-The void templar can spend 1 energy fatigue as a standard action to perform a Shadow Walk, teleporting up to 18 squares in any direction.

-When the void templar manifests a psionic power while not cloaking, they gain the benefit from concealment for the next turn.

-When the void templar manifests a psionic power, they recover 9 + spent energy fatigue hit points

-When the void templar hits a target's defense and toughness with a telepathic power, they are blinded for 1 round

-When sustaining *Cloaking*, the void templar can increase the sustain cost by 3 and spend a standard action to sustain, to cloak all allies within 3 squares.

-Once per day, the void templar can spend a minor action to lose all energy fatigue

Special Ability (Protoss Psychic): The void templar is a protoss psychic that can gain a Psi Level of up to 10 and can draw powers from the Telepathy, Telekinesis, Energy, or Augmentation disciplines. The character also possesses Psionic Detection and Natural Mind Reading. The Void is their psionic power source.

Voidtouched Stalker Description

Stalkers contains the shadow essence of a crippled dark templar that has been merged with a psionic construct. Over time, some warriors have gained particularly deep connections to the void as they have become distanced from the mortal existence. They have become less like their past selves and ascended to being pure void spirits inhabiting the stalker. These stalkers, known as the voidtouched, are alien and mysterious entities that thankfully continue to be aligned with the Nerazim's goals. They are powerful artillery units that can bewitch their foes with void energies while bombarding them with warp blasts.

Voidtouched Stalker Tactics

Voidtouched stalker's primary action, like other stalkers, is to *Blink* to advantageous positions and destroy their foes with powerful particle disruptors. However, in addition to being much more lethal, these stalkers are crafty opponents. They usually begin combat by creating *Hallucinations* of other Nerazim forces uncloaking to attack their enemies, pulling their attention away. They will also use *Hallucination* to create copies of themselves, and then either *Cloak* or attack the same target as their copies, so the target cannot tell the source of the damage.

Voidtouched stalkers are very skilled defensively, with a high defense and a surprisingly good ability to evade. Using powers also heals them, and they recover a huge amount of shields every round, making them difficult to destroy without concentrated fire.

-Voidtouched Stalker's Favored Psionic Powers: Psi Level 7, +18 psionic manifestation bonus (+20 with energy)

-Blink; Move action; 0 energy fatigue; character instantly teleports to any location that is up to 21 squares away

-Cloaking; DC 14 manifestation as free action; 2 energy cost +2 per round sustained; character has the cloaking effect while the power is sustained; sustained as a free action

-Hallucination; DC 18 manifestation standard action; 7 energy cost; creates a hallucination within distant range that last 21 rounds, hallucinations can be anything up to gargantuan size, hallucinations deal no damage but are indistinguishable from ordinary objects, can be revealed as fake through detector action.

-Writhing Darkness; DC 24 manifestation as a standard action; 8 energy fatigue; +16 attack versus defense and toughness in a burst 3 centered on the caster or a cone 7, target whose defense is struck suffers 35 damage with Penetration 23, target whose defense and toughness are surpassed are Immobilized for 3 rounds and cannot move, shift, or evade and can escape with a dc 15 + 2xPL athletics check as a standard action

Nerazim Voidtouched Stalker

Level 24 Nerazim Protoss Advanced Heroic Character in Large-sized Vehicle (Centurion 7, Shadow Guard 5, Preserved Guardian 7, Dark Templar 5), High Threat

Skill Purchases: 24

Talent Purchases: 13

Ability Score Purchases: 23

Hit Points: 543

Healing Threshold: NA

Damage Threshold: 51

Defense: 39

Toughness: 41

Resolve: 28

Speed: 9

Shift Speed: 2

Morale Bonus: +9

Space: 2 by 2 squares

Reach: 3 squares

Initiative: +10

Damage Resistance: 46

Psionic Resistance: 36

Energy Shields: 120 (Shield Armor 8)

-Twin-linked Particle Disruptor 1d20+28 accuracy, 58 damage, +1 strike maximum, distant range; *Special Traits:* Penetration 17, Warp, Hailfire 1, Energy Damage

-Large Bash 1d20+22 accuracy, 38 damage, +1 strike maximum; *Special Traits:* Penetration 4

Skills: Acrobatics 6, Athletics 8, Defensive Training 12, Durability 12, Lore 8, Melee 10, Mental Training 10, Perception 6, Pilot 6, Psionics 10, Ranged 12, Stealth 2, Survival 8, Tactics 10

Talents: Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged), Enduring Shields III, Hardened Survivalist, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Discipline Focus (cloaking, telepathy, telekinesis), Resilience II, Weapon Mastery (ranged III)

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

Class Traits: *Armored Defender II, Energizing Shields, Omniscient Stance, Psychic Champion Mastery III, Eternal Warrior Mastery III, Swift Strider, War Walker, Art of Avoidance, Shadow Charge, Centurion Mastery III, Dark Coil, Shadow Strike, Tactical Devotion, Arcane Construct, Invisible Stalker, Preserved Guardian, Rapid Blink, Dark Templar Mastery III, Shadow Walk, Shadow Curtain*

Psionic Powers: *Blink, Cloaking, Hallucination, Hidden Sight, Void Blast, Writhing Darkness*

Strength: 13

Instinct: 8

Agility: 7

Fortitude: 9

Intelligence: 6

Willpower: 8

Gear: Tier 3 Twin-linked Particle Disruptor, Tier 3 Large-sized Bash, Tier 3 Crystalline Computing Array, Tier Reinforced Hull, Stalker Exoskeleton (Khalis Fragment in Dominance Socket, Khaydarin Crystal in Vengeance Socket, Plasma Shielding in Normal Socket)

Special Ability (Cunning Warrior): The stalker gains the following benefits as relates to their combat effectiveness:

- The stalker can perform a shift action before or after making a ranged attack, as part of the attack action. If they do, they get +2 defense until the start of their next turn.
- Always counts as bobbing and weaving for the purpose of evading. Has a total +18 bonus on acrobatics tests to evade.
- Regain 33 shield points each turn.
- The stalker can activate two tactics combat augmentations at once

Special Ability (Reinforcement): The stalker reduces crippling wound points suffered by 5.

Special Ability (Protoss Arcane Construct): The stalker is a protoss psychic with a PL of 7, and can draw powers from the Telepathy, Telekinesis, Energy, Augmentation, and Temporal disciplines. The character also possesses Psionic Detection and Natural Mind Reading. The Void is their psionic power source. The stalker gains the following perks that relate to psionics:

- They can activate *Cloaking* for free once per encounter, lasting 1 round and costing no actions or energy fatigue.
- When the stalker manifests a power while not cloaking, they gain concealment for 1 round
- When manifesting a psionic power, the stalker heals hit points equal to energy fatigue spent
- The stalker can use *Cloaking* and *Augmentation* powers despite being in a cybernetic walker



Nerazim Piloted Vehicles

This is a selection of high level piloted protoss vehicles, with higher level pilots controlling higher tiered vehicles.

Corsair Captain Description

Corsair captains are the senior most of the ranks of the corsairs. Leading their squadrons onboard more advanced vessels, corsair captains lead groups of corsairs on raids against Zerg colonies. These quick hit-and-run attacks were designed to slay enemy overlords and other command strain, to weaken a hives growth. The corsair captains have had equal success on attacking terran and tal'darim space stations and satellites, keeping their enemies in the dark about Nerazim fleet movements.

The corsair captain is a tier 2 corsair piloted by a nerazim patrol commander.

Corsair Captain

Level 26 Nerazim Protoss Advanced Heroic Character (Centurion 7, Steersman 7, Astral Steersman 4, Dark Templar 7, Celestial Wrath 1), Extreme Threat

Skill Purchases: 29

Talent Purchases: 25

Ability Score Purchases: 20

Hit Points: 574

Healing Threshold: NA

Damage Threshold: 58

Defense: 37

Toughness: 48

Resolve: 28

Acceleration Rating: 100

Max Speed: 1,300 (10 starship)

Morale Bonus: +9

Space: 4 by 4 squares

Reach: NA

Initiative: +9

Damage Resistance: 48

Psionic Resistance: NA

Energy Shields: 572 (Shield Armor8)

-Twin-linked Neutron Flare 1d20+35 accuracy, 75 damage, +3 strikes maximum, remote range; *Special Traits:* Penetration 10, Burst 8, Twin-linked, Energy Damage

Skills: Acrobatics 10, Athletics 10, Computers 6, Defensive Training 13, Durability 12, Endurance 8, Influence 4, Leadership 8, Lore 6, Medicine 4, Melee 11, Mental Training 10, Perception 10, Pilot 13, Psionics 10, Ranged 13, Science 8, Stealth 6, Survival 4, Tactics 8

Talents: Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged), Dodge, Dual-Weapon Skill, Endless Energy II, Enduring Shields II, Implement Focus II, Hardened Survivalist, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Discipline Focus (telekinesis II, telepathy), Psychic Power, Resilience, Resolute, Weapon Mastery (melee, ranged III)

Skill Focuses: Defensive Training +2, Durability +2, Pilot +2, Ranged +2

Class Traits: *Armored Defender, Armored Defender II, Centurion Mastery III, Art of Avoidance, Shadow Charge, Dark Templar Mastery III, Shadow Walk, Shadow Curtain, Extermination, Pilot Expert, Pilot Ace, Pilot Mastery III, Avenger, Attuned Shields, Distortion Field, Dune Sweeper, Spiral Motion, Reflection Shield, Fearsome Barrage, One with the Vessel, Weaponized Dune Sweeper, Void Jump, Celestial Wrath Mastery I, Soar the Stars*

Strength: 17

Instinct: 9*

Agility: 8

Fortitude: 17

Intelligence: 8

Willpower: 8

Special Ability (Focused Firepower): When the corsair is attacking an enemy squadron in space combat, do not divide the damage between each enemy vessel. Instead, each vessel takes full damage. In addition, the corsair gains Hailfire (+2) against swarms.

Special Ability (Fearsome Barrage): Once per encounter, the corsair can activate Fearsome Barrage. Their neutron flare gains Hailfire +1) and +6 damage and penetration. This lasts until start of the corsair's next turn. If the phoenix destroys an enemy of huge-sized or larger while using this ability, it lasts an additional turn.

Special Ability (Disruption Web): The corsair is capable of interfacing with its pilot to create a disruption web, that disorients and disables the electrical impulses in circuitry and organic brains. Using this requires a DC 20 psionics check by the pilot, made as a standard action. Successful manifestation costs the pilot 10 energy fatigue and allows them to create a disruption web on the surface of the ground within distant range. The web covers a Burst 12 area. Everything fully within the area is staggered for as long as it remains within the web. The web lasts 3 rounds.

Special Ability (Avenger): Once the corsair has been struck by an enemy attack, the character can declare that target to be subjected to their Avenger Mark. Once a target has been marked, another target cannot be marked that encounter until the target is destroyed. Against the marked target, the character gains +4 accuracy and +4 defense.

Special Ability (Evasive Flight): The Corsair is exceptionally difficult to hit when it moves at high speeds. It receives twice as much defense bonus when moving faster than its opponent.

Special Ability (Spiral Motion): The pilot is adept at maneuverability at high speeds, and their combat speed is equal to its acceleration rating times 4 (400 in their case).

Special Ability (Distortion Field): Once the pilot activates the *cloaking* psychic power while inside a flying vehicle, their vehicle becomes shrouded and hidden from sight, while not completely invisible. The vehicle counts as following the Sneaking rules. As long as the cloaking effect is maintained, the Sneaking effect is reapplied at the end of the character's turn as long as they did not attack.

Special Ability (Pilot Expertise): The corsair can use all plot maneuvers and gains +2 to pilot checks to do maneuvers and stunts. They gain 10 protection points any time they start the round without energy shields. While the corsair has energy shields, they have cover against enemy attacks.

Special Ability (Reinforcement): The reinforcement value from the corsair's plated hull reduces all crippling wound points it suffers by 3.



Nerazim Piloted Capital Ships

This is a selection of capital ships commonly used by the dark templar with the commander's statistic included.

Nerazim Transport Description

The Nerazim transport is a civilian transport ship designed to move nomadic Nerazim between worlds. Repurposed from Xel'Naga technology, these nimble craft were used to spread the dark templar to numerous worlds around Shakuras, and these ships continue to pass between worlds to move supplies and personnel between Nerazim worlds. They were used to evacuate Shakuras in the final days of the planet when the broods of Amon overtook the worlds. Since then, many Nerazim have been living on these ships.

The Nerazim transport is commanded by a Nerazim commander (see Supplement 3: The Protoss).

Nerazim Transport

Level 21 Nerazim Protoss Advanced Heroic Character Commanding Gigantic-sized Capital Ship, Epic Threat

Skill Purchases: 24

Talent Purchases: 13

Ability Score Purchases: 21

Hit Points: 4,896

Healing Threshold: NA

Damage Threshold: 169

Defense: 24

Toughness: 154

Resolve: 28

Acceleration Rating: 150

Max Speed: 1,040

Morale Bonus: +9

Space: 2 by 2 starship

Reach: NA

Initiative: +8

Damage Resistance: 46

Crew Actions: 4

Energy Shields: 2,600 (Shield Armor 27)

-**Rapid Particle Blaster** 1d20+41 accuracy, 100 damage, +4 strikes maximum, unlimited shots at strategic range; *Special Traits:* Penetration 40, Energy Damage, Macro

-**Defensive Plasma Cannon Battery** DC 35 Point Defense, 65 damage, 1 strike maximum; *Special Traits:* Penetration 25, Hailfire 3, Energy Damage, Point Defense (DC 30)

Skills: Acrobatics 7, Athletics 6, Computers 6, Defensive Training 12, Durability 9, Endurance 5, Leadership 6, Melee 10, Mental Training 10, Perception 4, Pilot 10, Psionics 10, Ranged 8, Science 5, Stealth 6, Survival 6, Tactics 6

Talents: Defensive Fighting III, Devastating Cripple (melee, ranged), Endless Energy, Enduring Shields, Inspirational Presence, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Discipline Focus (telekinesis, telepathy, cloaking), Psychic Power, Resilience, Weapon Mastery (ranged II, melee II)

Skill Focuses: Defensive Training +3, Pilot +2

Class Traits: *Dark Templar Mastery III, Shadow Curtain, Extermination, Pilot Mastery III, Avenger, Attuned Shields, Steersman Mastery III, Spiral Motion, Distortion Field, Reflection Shielding, Fearsome Barrage, One with the Vessel, Void Jump, Protoss Commander Mastery II, Prelate Mastery II, Fast Dodge, Shadow Walk, Resilience of the Firstborn*

Strength: 36

Instinct: 8*

Agility: 9

Fortitude: 36

Intelligence: 6

Willpower: 8

Forces: 2 swarms of dark templar, 2 stalkers, 2 shuttles, 4 warp prisms, 50-200 protoss civilians and probes

Special Ability (Avenger): Once the vessel has been struck by an enemy attack, the commander can declare that target to be subjected to their Avenger Mark. Once a target has been marked, another target cannot be marked that encounter until the target is destroyed. Against the marked target, the commander gains +4 accuracy and +4 defense.

Special Ability (Capital Ship): The vessel has 4 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action on a transport can be used for the following purposes:

Activate Thrusters: Each activate thrusters action increases the ships starship scale speed by 1 that turn

Advanced Scanner: By spending 2 crew actions, can make a detector action in a Massive Burst (1) area

Deploy Boarders: This action allows the ship to deploy 1 military unit as boarders for another craft via teleportation platform.

Deploy Craft: A crew action can be spent to deploy 1 vehicle from the ship's hanger, up to once per round.

Emergency Repairs: A crew action can be spent to repair 1d20+61 hit points to the ship but cannot heal the ship above 50% life.

Evasive Maneuvers: The vessel can spend up to 3 crew actions on increasing its defense. The first action gives it +12 defense, and each action afterwards gives it a bonus +8.

Extra Attacks: A crew action can be spent to give an extra attack with the rapid particle blaster or give a point defense weapon +3 DC for a round.

Point Defense Batteries: A crew action can be spent to maintain the Defensive Plasma Cannon Battery point defense weapon for 1 round.

Recharge Shields: A crew action can be used to recover 1d20+61 shields as long as the ship has 1 shield point

Special Ability (Expert Pilot): The nerazim transport gains +2 to pilot checks to perform difficult navigation.

Special Ability (Nimble Cruiser): After every square of movement the nerazim transport makes at starship scale, it can make a 90 degree turn without costing a square of movement. In addition, the vehicle's maneuverability reduces the defense penalty by 10 and they gain an extra +2 defense for each crew action used on evasive maneuvers.

Special Ability (Resilient War Ship): The Nerazim transport reduces all crippling wounds it suffers by 3.



Nerazim Void Ray Description

Since its inception by the unified Daelaam, the void ray has received a place of prominence in the protoss fleets. While it is not the most versatile craft, they can be constructed relatively quickly compared to other protoss ships and require only a small crew. Despite lack of close support countermeasures, void rays have proved their worth in how quickly they eliminate rival capital ships and other large support craft.

The void ray is commanded by a Nerazim commander (see Supplement 3: The Protoss).

Nerazim Void Ray

Level 23 Nerazim Protoss Advanced Heroic Character Commanding Gigantic-sized Capital Ship, Epic-2 Threat

Skill Purchases: 24

Talent Purchases: 13

Ability Score Purchases: 21

Hit Points: 5,520

Healing Threshold: NA

Damage Threshold: 166

Defense: 18

Toughness: 160

Resolve: 28

Acceleration Rating: 100

Max Speed: 1,040

Morale Bonus: +9

Space: 2 by 2 starship

Reach: NA

Initiative: +8

Damage Resistance: 65

Crew Actions: 4

Energy Shields: 2,600 (Shield Armor 17)

-Prismatic Beam 1d20+37 accuracy, 210 damage, 1 strike maximum, unlimited shots at strategic range; *Special Traits:* Penetration 40, Focusing Beam (+1 hailfire per 2 overages)

Skills: Acrobatics 7, Athletics 6, Computers 6, Defensive Training 12, Durability 9, Endurance 5, Leadership 6, Melee 10, Mental Training 10, Perception 4, Pilot 10, Psionics 10, Ranged 8, Science 5, Stealth 6, Survival 6, Tactics 6

Talents: Defensive Fighting III, Devastating Cripple (melee, ranged), Endless Energy, Enduring Shields, Inspirational Presence, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Discipline Focus (telekinesis, telepathy, cloaking), Psychic Power, Resilience, Weapon Mastery (ranged II, melee II)

Skill Focuses: Defensive Training +3, Pilot +2

Class Traits: *Dark Templar Mastery III, Shadow Curtain, Extermination, Pilot Expert, Pilot Ace, Pilot Mastery III, Avenger, Attuned Shields, Steersman Mastery III, Spiral Motion, Distortion Field, Reflection Shielding, Fearsome Barrage, One with the Vessel, Void Jump, Protoss Commander Mastery II, Prelate Mastery II, Fast Dodge, Shadow Walk, Resilience of the Firstborn*

Strength: 40

Instinct: 8*

Agility: 9

Fortitude: 40

Intelligence: 6

Willpower: 8

Forces: 20 dark templar, 10 stalkers

Special Ability (Avenger): Once the vessel has been struck by an enemy attack, the commander can declare that target to be subjected to their Avenger Mark. Once a target has been marked, another target cannot be marked that encounter until the target is destroyed. Against the marked target, the commander gains +4 accuracy and +4 defense.

Special Ability (Capital Ship): The vessel has 4 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action on a void ray can be used for the following purposes:

Activate Thrusters: Each activate thrusters action increases the ships starship scale speed by 1 that turn

Advanced Scanner: By spending 2 crew actions, can make a detector action in a Massive Burst (1) area

Charge Prismatic Beam: The void ray can spend 2 crew actions to give the prismatic beam attack +60 damage and +40 penetration that round. Alternatively, the void ray can spend 4 crew actions to give the beam +120 damage and +80 penetration that round.

Deploy Boarders: This action allows the ship to deploy 1 military unit as boarders for another craft via teleportation platform.

Emergency Repairs: A crew action can be spent to repair 1d20+61 hit points to the ship but cannot heal the ship above 50% life.

Evasive Maneuvers: The vessel can spend up to 3 crew actions on increasing its defense. The first action gives it +12 defense, and each action afterwards gives it a bonus +8.

Recharge Shields: A crew action can be used to recover 1d20+61 shields as long as the ship has 1 shield point

Special Ability (Expert Pilot): The void ray gains +2 to pilot checks to perform difficult navigation.

Special Ability (Close Support Ship): The void ray is designed to operate effectively within the atmosphere of a planet. It suffers no penalties to crew actions and speed while functioning in atmosphere within mass combat.

Special Ability (Resilient War Ship): The void ray reduces all crippling wounds it suffers by 4.

Tal'darim Protoss NPCs

The Tal'darim possess a brutal culture on the planet Slayn, where they perform lethal duels to earn political power over their kin. Their culture is focused on violence, treachery, and the veneration of dark forces. Even as Alarak has risen as a new highlord and brought the Tal'darim away from the veneration of Amon, he maintains their brutal and merciless culture. This ruthless society does have the habit of producing exceptional warriors, however.

Executioner Description

Executioners are the greatest soldiers of the Tal'darim. They are high ranked warriors that do not seek to rule, but instead swear themselves to powerful ascendants. They are the favored tools of the ascendants, eliminating their rivals to ensure their rise to power. Many executioners are sworn enemies with another executioner sworn to a different ascendant, where they have their own political matchups to see who can topple the other's lord. When an ascendant goes to war, they bring their executioners to ensure their dark will is executed.

Executioner Tactics

The executioner is a lethal melee juggernaut, who goes headfirst into battle. They will often use two healing thresholds in a turn in which they engage the enemies to make two standard action attacks with advantage and bonus damage. When in already in melee, they will bob and weave, attack, and use *Blood Orb* most turns for maximum damage. Slaying an enemy with a *Blood Orb* allows them to make a bonus charge action, which they will often take advantage of, even if it allows opportunity attacks from enemies they are already in melee with.

Executioners do not focus heavily on psionic powers but will use them to supplement their offense. *Telekinetic Impact* is their preferred way of smiting distant foes, while they use *Telekinetic Grasp* to deal with troublesome single foes, especially if either their enemy has no allies or they themselves have allies to punish the grabbed enemy. They usually use tactics to increase either their move speed or defense, while using *Regeneration* if they are taking plenty of damage or know they are going into a tough fight.

-Executioner's Favored Psionic Powers: Psi Level 6, +20 psionic manifestation bonus (+22 manifestation with energy)

-Telekinetic Impact; DC 22 manifestation as a standard action; 6 energy fatigue; +23 attack versus defense at long range, target takes 55 damage with Close Quarters weapon trait

-Telekinetic Grasp; DC 24 manifestation as a standard action; 8 energy fatigue +5 per round sustained; +23 attack versus toughness at distant range, target takes 54 damage per round, is Staggered, Tormented and Immobilized sustained, can attempt to escape with a DC 22 strength at end of turn, caster sustains as a standard action

-Regeneration; DC 18 manifestation as a minor action; 8 energy fatigue; caster gains regeneration 6 for 3 minutes

Tal'darim Executioner

Level 24 Tal'darim Protoss Advanced Heroic Character (Fanatic 7, Blood Hunter 5, Sorcerer 7, Tribal Champion 5), High Threat

Skill Purchases: 27

Talent Purchases: 22

Ability Score Purchases: 19

Hit Points: 313

Healing Threshold: 12

Damage Threshold: 35

Defense: 31

Toughness: 33

Resolve: 30

Speed: 9

Shift Speed: 2

Morale Bonus: +10

Space: 1 square

Reach: 1 square

Initiative: +10

Damage Resistance: 30

Psionic Resistance: 36

Energy Shields: 120 (Shield Armor 10)

-Bane Psi Blade w/ Dual-Wielding 1d20+15 accuracy, 40 damage, +6 strikes maximum x2; *Special Traits:* Penetration 16

-Blood Orb 1d20+20 accuracy, 52 damage, 1 strikes maximum, 1 shot at medium range; *Special Traits:* Burst 3

Skills: Acrobatics 7, Athletics 7, Computers 2, Defensive Training 10, Durability 12, Endurance 8, Influence 2, Leadership 4, Lore 6, Medicine 4, Melee 12, Mental Training 12, Perception 8, Pilot 4, Psionics 12, Ranged 8, Stealth 4, Survival 8, Tactics 10

Talents: Combat Reflexes, Defensive Fighting II, Devastating Cripple (melee), Dual-Weapon Skill II, Enduring Shields II, Hardened Survivalist, Power Strike II, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Discipline Focus (cloaking, telepathy, telekinesis), Psychic Power, Resilience, Righteous Fury, Swift Strikes II, Weapon Mastery (melee III)

Skill Focuses: Durability +2, Melee +2, Mental Training +2, Psionics +2

Class Traits: *Armored Defender II, Fanatic Mastery III, Adrenaline Rage, Gushing Wound, Psychic Champion Mastery III, Energizing Shield, Omniscient Stance, Hunter in Shadows, Blood Haze, Merciless Hunger, Sorcerer Mastery III, Blood Orb, Levitation, Stolen Essence, Rapid Channeling, Tribal Champion Mastery III, Weapon Origin Mastery, Quickened Power, Empowered Core Power, Mixed Fighting Style, Legendary Prowess*

Psionic Powers: *Reading, Messaging, Stop Organ, Levitation, Cloaking, Manipulate, Move Object, Telekinetic Impact, Telekinetic Grasp, Muscular Enhancement, Toughness, Regeneration*

Strength: 11* **Instinct:** 2 **Agility:** 8* **Fortitude:** 7

Intelligence: 6 **Willpower:** 8

Gear: Tier 3 Bane Psi Blade x2, Tier 3 Protoss Heavy Power Suit (Khalis Fragment in Vengeance Socket, Plasma Shielding in Immortality Socket), Bracer (Synthetic Crystal in Vengeance Socket), Cloak (Uraj Fragment in Immortality Socket), Hood (Bloodshard in Dominance Socket), Tier 3 Equipment Belt x2, Tier 3 Medipack x2, Tier 3 Laser Cutter

Special Ability (Bane Weapon): This psionic weapon ignores shield armor and gains Hailfire (1) against energy shields. This hailfire cannot carry over to deal health damage. Against unshielded targets, the weapon deals 6 bleed damage on hit.

Special Ability (Protoss Master Warrior): The executioner gains the following perks as relates to combat:

- At the start of a turn, the executioner can spend a healing threshold activate Adrenaline Rush; gaining advantage on all attack rolls, strength, and agility checks over the next round. They also gain +2 damage with melee attacks. This lasts until the start of their next turn.

- While adrenaline rush is active, the executioner can spend a healing threshold as a minor action to try to unleash a Blood Haze on the enemy. They make +18 check against the target's toughness. On a success, they are blinded for 2 rounds, +1 per 5 points they surpassed the target's toughness

- When the executioner slays an enemy with a melee attack, they recover a healing threshold (on a 12+), and heals 35 hit points and recover 5 energy. If the target was stunned, unconscious, dying, or helpless, they also gain 24 protection points.

- When the executioner spends a healing threshold, they gain 17 protection points

- The executioner regains 3 shield points per turn

Special Ability (Protoss Master Psychic): The executioner gains the following perks as relates to psionics:

- The executioner can spend 1 energy fatigue as a standard action to make a Blood Orb attack. Alternatively, they can spend 2 energy fatigue as a minor action to make a Blood Orb attack once per turn.

- The executioner's psionic powers deal +15 damage and cause the target to lose a healing threshold if it deals a crippling wound

- Once per round, the executioner can increase the energy fatigue cost of a single power by +5 to manifest it as a minor action. This power must have a base energy fatigue cost higher than 0 but no greater than 5 and normally be manifested as a standard or move action. This bonus power cannot be sustained.

- Once per round, when the executioner slays an enemy with a psionic power or Blood Orb, they can take an instant move or charge action.

- The executioner drains psionic energy. The psionic powers of all psychics within short range cost 2 additional energy fatigue. The executioner regains 2 energy when a psychic within that range manifests a power.

- The executioner can activate the *Levitation* psionic power at will

- The executioner gains +5 accuracy with psionic powers

Special Ability (Protoss Psychic): The executioner is a protoss psychic that can gain a Psi Level of up to 10 and can draw powers from the Telepathy, Telekinesis, Energy, or Augmentation disciplines. The character also possesses Psionic Detection and Natural Mind Reading. Corruption is their psionic power source.



~Researchers become research as a Tal'darim Ascendant collects terran scientists to experiment on

Fleet Lord Description

The fleet lords rival the high ascendants as the top Tal'darim on the Chain of Ascension. Unlike the high ascendants, who focus on psionic might to win duels and destroy their foes, the fleet lords focused on their ability to command starship and attract minions. They ascend through with intelligence, trickery, and with the help of their vast throngs of followers that add their strength to the fleet lord.

Fleet lords are powerful individuals who have a huge amount of authority in Tal'darim society. They are perhaps even more important than their rank indicates because fleet lords are the commanders of the great Tal'darim motherships, one of the most powerful war ships ever made. Rising the ranks of pilots with the aspiration of commanding the dreaded motherships, the fleet lords are well equipped to lead these mighty vessels. Their command ship expertise drastically increases the effectiveness of those mighty vessels.

Fleet Lord Tactics

While the fleet lord is a powerful and very high-level NPC, their skills are focused on piloting and leadership, not personal combat. Thus, they are less of a threat than their level would indicate. However, the great assets that a fleet lord has access to ensures they are always prepared for a fight and have limitless resources at their disposal.

A fleet lord is never fought alone. They usually have all manner of attendants serving them, such as blood hunters, ascendants, executioners, and vanguards. They are always upon their floating thrones, floating around the battlefield outside of melee reach as they blast enemies with their glaive cannon and particle disruptors. If they feel suitably threatened, they will warp in even more allies, as per the death squadron ability.

They will shamelessly rely on their followers in combat, using their ability to redirect attacks against them on their minions and steal ally's life force to keep themselves alive. Their abilities to do so are so potent attacking the fleet lord is virtually pointless until all their followers are dead. They will also float close to enemy ranks, as they gain huge amounts of protection points from all the stacks of bleeding on nearby enemies.

-Fleet Lord's Favored Psionic Powers: Psi Level 8, +26 psionic manifestation bonus, recovers 3 energy fatigue per turn

-Dominate; DC 26 manifestation as a standard action; 18 energy fatigue; +20 attack versus resolve against the target at medium range, struck targets have their thoughts and actions controlled by the caster and will serve their every command without question, opposing psionics can try to break the enslavement with an opposed psionics check, otherwise does not end until caster or target is reduced to 0 hit points, caster can have up to 10 dominated targets.

-Hallucination; DC 18 manifestation standard action; 7 energy cost; creates up to 3 hallucination within distant range that last 24 rounds, hallucinations can be anything up to colossal size, hallucinations deal no damage but are indistinguishable from ordinary objects, can be revealed as fake through detector action.

-Mind Blast; DC 20 manifestation as a standard action; 6 energy fatigue; +20 attack versus resolve at medium range, target takes 72 psionic damage, Rending 4, Burst 1.

-Psionic Maelstrom; DC 24 manifested as standard action; 16 energy fatigue; +24 attack versus resolve at distant range, Burst 8 area, struck targets are stunned, stunned targets must make a DC 23 endurance at the end of each of their turns; gains a +2 bonus on the check for every round they are stunned, can make a check to cancel when taking damage

Tal'darim Fleet Lord

Level 30 Tal'darim Protoss Epic Heroic Character (Astral Hunter 7, Death Captain 4, Ascendant [Commodore] 6, Paragon [Commodore] 4, Doom Lord 5, Fleet Commander 4), High Threat

Skill Purchases: 34

Talent Purchases: 33

Ability Score Purchases: 32

Hit Points: 352

Healing Threshold: 9

Damage Threshold: 40

Defense: 30 + cover

Toughness: 34

Resolve: 40

Speed: 10, Fly 8

Shift Speed: 3

Morale Bonus: +11

Space: 1 square

Reach: 1 square

Initiative: +12

Damage Resistance: 29

Psionic Resistance: 64

Energy Shields: 120 (Shield Armor 12)

-Bane Psi Blade 1d20+16 accuracy, 47 damage, +4 strikes maximum; *Special Traits:* Penetration 10, Rending 6, Defensive, Bane, recovers 6 shield points

-Glaive Cannon 1d20+22 accuracy, 110 damage, 1 strike maximum, 8 shots at medium range; *Special Traits:* Penetration 18, Burst 4

-Particle Disruptor 1d20+23 accuracy, 42 damage, +2 strikes maximum, infinite shots at distant range; *Special Traits:* Penetration 15, Energy Damage, Bane

-Orbital Strike 1d20+14 accuracy, 80 damage, 1 strikes maximum, unlimited range; *Special Traits*: Penetration 50, Burst 30, Energy Damage, arrives after 5 rounds

Skills: Acrobatics 10, Athletics 10, Computers 12, Defensive Training 14, Durability 15, Endurance 12, Influence 6, Leadership 10, Lore 8, Melee 12, Mental Training 12, Perception 8, Pilot 14, Psionics 12, Ranged 14, Science 10, Stealth 4, Survival 9, Tactics 12

Talents: Close Combat Shot, Defensive Fighting III, Devastating Cripple (melee, ranged II), Endless Energy III, Enduring Shields IV, Hardened Survivalist, Jaded, Implement Focus III, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Resilience II, Resolute II, Weapon Mastery (melee II, ranged III)

Skill Focuses: Defensive Training +2, Durability +3, Leadership +2, Pilot +2, Ranged +2

Class Traits: *Attuned Shields, Avenger, Pilot Expert, Pilot Ace, Pilot Mastery III, Astral Hunter Mastery III, Burn Systems, Command Throne, Galactic Sniper, Fearsome Barrage, Reflection Shielding, Ascendant Flight Form, Indestructible, Lord's Throne, Rak'Shir Dueling, Redirect Attack, Sacrifice, Ascendant Mastery II, Paragon Mastery II, Soul Stealer, Commodore Mastery III, Flight Leader, Flight Plan, Flagship Commander Mastery II, Organized Crew, Doom Lord Mastery III, Grievous Wounds, Embrace their Suffering, Your Life for Mine, Demanded Obedience, God of Death*

Psionic Powers: *Reading, Messaging, Compulsion, Hallucination, Mind Blast, Mind Ripple, Psionic Maelstrom, Dominate*

Strength: 10* **Instinct**: 9* **Agility**: 10* **Fortitude**: 9

Intelligence: 8 **Willpower**: 10

Gear: Tier 3 Bane Psi Blade, Tier 3 Glaive Cannon, Tier 3 Vindicator Power Suit (Khalis Fragment in is Vengeance Socket, Ilhan Crystal in Vengeance Socket, Plasma Shielding In Dominance Socket, Blood Shard Crystal in Dominance Socket), Ring (Uraj Fragment in Normal Socket), Tier 3 Equipment Belt x3, Tier 3 Telepathic Amplifier, Tier 3 Navigation Unit

Special Ability (Bane Weapon): This psionic weapon ignores shield armor. Against unshielded targets, the weapon deals 6 bleed damage on hit.

Special Ability (Fleet Lord's Throne): The fleet lord is always found riding onboard their flying command throne. This throne flies at a speed of 8 squares per round and has a mounted particle disruptor weapon. While onboard the throne, the fleet lord gains cover against all attacks, regains 5 shield points and 2 energy fatigue each turn, and gains +4 accuracy and +3 power ratings of damage with their implements.

Special Ability (Orbital Onslaught): The fleet lord can order their warships to bombard a location from orbit as a full-round action. After five rounds, the ships make a large, reckless bombardment on the target location, using the Orbital Strike profile above.

Special Ability (Protoss Master Pilot): The fleet lord gains the following perks as relates to controlling vehicles:

-The fleet lord reduces all crippling wounds points their vehicle suffer from by 1

-When using a vehicle weapon against another vehicle, the fleet lord can choose what wound location they target on a crippling hit

-Any vehicle the fleet lord commands gain the following benefits: +8 shield armor, +30% shield pool, +30% maximum speed, +3 rending, +10 accuracy, +6 defense, and +5 power ratings of damage with vehicle weapons.

-Any capital ship the fleet lord commands also gain the following benefits: +20 damage resistance, +40 shield armor, +4 crew actions each turn, +5 attack accuracy, +5 to all checks, recover twice as much shields on a recovery shields action.

-Any non-capital ship the fleet lord commands gain the following benefits instead: +20 shield armor, +1 range with all vehicle weapons. These benefits extend to all allied ships in the squadron.

-When performing a pilot maneuver, can spend an extra minor action to change speed on a successful maneuver by up to acceleration rating, but suffer -3 defense for 1 turn.

-When the fleet lord or their vehicle is hit by an attack, they can mark that target. Until that target is dead or the encounter ends, they gain +4 accuracy and +4 defense. They gain advantage on attacks against the marked target. They can only mark a target while there is not marked targets

-Once per encounter, the fleet lord can activate Fearsome Barrage. Their vehicle attacks use twice as much ammunition but gain Hailfire 1 and +6 damage and penetration. This lasts until start of fleet lord's next turn. If the fleet lord destroys an enemy of huge-sized or larger while using this ability, it lasts an additional turn.

-The fleet lord can overlock their ship as a free action. Their vehicle suffers damage equal to ½ its damage threshold, but gains +2 accuracy, +2 defense, +50 acceleration, and +5 to pilot checks. This power can be used on multiple turns; its damage doubles every subsequent turn. This damage ignores resistance and wounds are dealt to vitals.

-While the fleet lord's vehicle has active energy shields, the vehicle gains cover

Special Ability (Protoss Grand Leader): The fleet lord gains the following perks as relates to leadership:

-Every piloted vehicle that is under the fleet lord's leadership combat augmentation gains +4 accuracy, +4 defenses, +10 to pilot checks, and +10 penetration. This only applies to the vehicle's statistics and vehicular weapon

-When the fleet lord gives an allied vehicle a morale, that ally can perform one of the following actions: gain a free target lock, change their speed by their acceleration, or gain an extra morale.

-Allies under the fleet lord's leadership do not gain a morale from killing enemies. They do receive a morale when the fleet lord kills an enemy. The fleet lord's leadership, instead of normal effects, allows the target to spend a morale to heal 10 hit points, +5 hit points per 5 points of success on the leadership check.

-When the fleet lord is the primary target of a ranged attack, can redirect the attack on an ally within 6 squares. The ally must be a valid target of the attack.

-Can draw the life force of a willing ally as a minor action. Target loses 3 healing thresholds and suffers damage equal to three times their damage threshold. This damage cannot be reduced and does not deal wounds. Targets that are reduced to 0 hit points are permanently killed. Afterwards, the fleet lord regains shield and hit points equal to twice the hit points the target lost. This does not cost the fleet lord a healing threshold.

Special Ability (Death Squadron): The fleet lord always has a large contingent of troops waiting to reinforce their commander. After engaged in personal combat for 2 rounds, a number of units teleport to the fleet lord's side. These forces include 1 swarm of tal'darim zealots, 2 tal'darim vanguards, and 1 tal'darim ascendant.

Special Ability (God of Death): Whenever a living creature dies within 6 squares of the fleet lord, the fleet lord loses energy fatigue equal to the target's level and recovers 8 hit points. This occurs regardless of if the fleet lord killed the enemy or not, and also triggers on allies.

Special Ability (Embrace their Suffering): At the start of the fleet lord's turn, they gain protection points equal to the total value of Bleeding on all allies and enemies within 6 squares of them. These protection points last 1 round.

Special Ability (Rak'Shir Dueling): As a minor action, the fleet lord can draw upon the psionic energy of all nearby allies. This gives the fleet lord +1 Psi Level and +2 to psionic manifestation checks for every psionic ally within short range until the start of his next turn. The fleet lord cannot gain more than +4 Psi Level and +8 psionic manifestation from this ability. All their contributing allies suffer 4 points of energy fatigue.

Special Ability (Bloodshard Dominance): When the fleet lord spends a healing threshold, they gain 20 protection points.

Special Ability (Protoss Psychic): The fleet lord is a protoss psychic that can gain a Psi Level of up to 10 and can draw powers from the Telepathy and Temporal disciplines. The character also possesses Psionic Detection and Natural Mind Reading. Corruption is their psionic power source.

High Ascendant Description

High ascendants are the top ranked Tal'darim on the Chain of Ascension. Filling most of the top fifty links of the chain, these ascendants are amongst the most powerful psionic mortals in the galaxy. As they had focused their power to climb the ranks of ascension, now they use it to devastate their foes and hold onto their great power. High ascendants are followed by thousands of lesser Tal'darim who serve them out of false obedience and the hope to one day replace their master. The ascendants serve as the rulers of their society, the link down the chain from the highlord and first ascendant and perform much of the responsibilities in Tal'darim society that is fulfilled by executors and prelates in other protoss cultures.

High Ascendant Tactics

High ascendants begin encounters by setting up a leadership combat augmentation, usually for efficiency to help psionic manifestation. They accompany this with a rally action, using their ability to allow jaded allies to go above 1 morale. They then hit their enemies with a devastating power fitting the circumstance, usually as *Chaos Orb* or *Soul Eater* in small environments but will prefer *Dark Matter Storm* if they have the room to manifest it. They will follow in future rounds with a focus combat behavior, a *Dominant* power, and rally action. Their rallying also restores allied shields, so this is important to keep their minions in good shape. The ascendant will continue to cycle through their different offensive powers, trying to keep a few of the enemy's top damage dealers *Dominated* while vaporizing the opposition. Once they run out of energy, they will make a recovery action, the first one as a minor action, and begin the cycle again.

High ascendants greatly value their own lives, while having little regards to their followers. They will redirect as many ranged attacks on their followers as they can, while using their sacrifice powers to drain their follower's life for their own hit points and shields. If they are taking enough damage that not even sacrifices can keep them alive, they will use *Life Drain* and *Soul Eater* to keep themselves healthy. If they are healthy, they will use a single round of *Obliteration* and the follow up with healing psionic powers and sacrificed minions.

-Ascendant's Favored Psionic Powers: Psi Level 10, +30 psionic manifestation bonus (+32 manifestation with energy), recovers 3 energy fatigue per turn

-Chaos Orb; DC 30 manifestation as a standard action; 16 energy fatigue; creates an orb that moves at 10 squares per round, makes a +26 attack against any target that were within 5 square of it during any part of its move; attack deals 65 piercing damage on a hit; struck targets suffer 1 negative morale level, continues move in a straight line for 5 rounds before dissipating at end of caster's 5th round

-Dark Matter Storm; DC 30 manifestation as a standard action; 25 energy fatigue; effects a Burst (20) area at distant range, deals 60 damage to everyone within area; Piercing trait, lasts 6 rounds; can move up to 10 squares each round

-Dominate; DC 26 manifestation as a standard action; 18 energy fatigue; +26 attack versus resolve against the target at medium range, struck targets have their thoughts and actions controlled by the caster and will serve their every command without question, opposing psionics can try to break the enslavement with an opposed psionics check, otherwise does not end until caster or target is reduced to 0 hit points, can only command 12 minions at once

-Life Drain; DC 22 manifestation as a standard action; 6 energy fatigue; +26 accuracy, targets an enemy within medium range, deals 57 piercing damage; target suffers 1 negative morale levels; target loses a healing threshold if they take a wound; caster can spend a healing threshold to regain hit points equal to damage dealt, also recover 20 shields when healing

-Obliteration; DC 30 manifestation as a full-round action; 16 energy fatigue, +10 per round sustained; creates a beam 2 squares wide and 30 squares long, those within the area suffer 265 damage with the Piercing trait; sustained as a full-round action, beam can be rotated when sustained; the caster suffers 165 damage when manifested and every round it is sustained

-Soul Eater; DC 28 manifestation as a standard action; 14 energy fatigue; +26 attack versus defense at distant range, struck takes 53 damage with Piercing trait then leaps to a target within short range, keeps jumping until it attacks 9 targets, missed targets do not cause effect to end; target suffers 1 negative morale levels; target loses a healing threshold if they take a wound; power causes user to spend a healing threshold, recovers 20 hit points per target hit by the power, also heals +20 shield points when healings

Tal'darim High Ascendant

Level 26 Tal'darim Protoss Advanced Heroic Character (Sorcerer 7, Warlock 5, Ascendant 6, Fanatic 7, Tribal Lord 1), High Threat

Skill Purchases: 22	Talent Purchases: 27	Ability Score Purchases: 21
Hit Points: 428	Healing Threshold: 14	Damage Threshold: 39
Defense: 25	Toughness: 29	Resolve: 41
Speed: 7	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +10
Damage Resistance: 35	Psionic Resistance: 78	Energy Shields: 180 (Shield Armor 8)

-**Bane Psi Spear** 1d20+14 accuracy, 34 damage, +1 strike maximum; *Special Traits*: Penetration 20, Bane, Reach +1

-**Blood Orb** 1d20+26 accuracy, 53 damage, 1 strikes maximum, 1 shot at short range; *Special Traits*: Burst 1

Skills: Acrobatics 3, Athletics 3, Computers 2, Defensive Training 11, Durability 13, Endurance 8, Influence 11, Leadership 12, Lore 4, Melee 8, Mental Training 11, Perception 4, Pilot 4, Psionics 14, Ranged 10, Survival 4, Tactics 10

Talents: Awesome Abilities (willpower), Cynic, Defensive Fighting II, Emotionless, Endless Energy IV, Enduring Shields III, Grand Leader, Hardened Survivalist, Jaded, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psi Level 9, Psi Level 10, Psychic Discipline Focus (telepathy, telekinesis), Psychic Power x3, Resilience II, Resolute II

Skill Focuses: Durability +2, Leadership +2, Psionics +3

Class Traits: *Sorcerer Mastery III, Blood Orb, Levitation, Stolen Essence, Rapid Channeling, Destructive Surge III, Vile Touch, Instant Recovery, Feed, Armored Defender II, Fanatic Mastery III, Adrenaline Rage, Gushing Wound, Protoss Commander Mastery III, Resilience of the Firstborn, Sacrifice, Ascendant Mastery II, Redirect Attack, Rak'Shir Dueling, Tribal Lord Mastery I, Ultimate Leader*

Psionic Powers: *Reading, Messaging, Stop Organ, Manipulate, Move Object, Levitation, Telekinetic Impact, Telekinetic Grasp, Compulsion, Feedback, Command, Dominate, Life Drain, Chaos Missiles, Chaos Wave, Soul Eater, Chaos Orb, Dark Matter Storm, Empowered Wrath, Obliteration*

Strength: 8* **Instinct**: 2 **Agility**: 4 **Fortitude**: 10

Intelligence: 8 **Willpower**: 12

Gear: Tier 3 Bane Psi Spear, Tier 3 Imperial Power Suit (Plasma Shielding in Immortality Socket, Bloodshard Crystal in Immortality Socket, Solarite Shard in Normal Socket), Bracer (Khaydarin Crystal in Vengeance Socket), Amulet (Uraj Fragment in Wisdom Socket), Tier 3 Psionic Amplifier

Special Ability (Bane Weapon): This psionic weapon ignores shield armor, deals 4 bleed damage on hit.

Special Ability (Emotionless): The high ascendant must make a DC 10 intelligence check to act with self-preservation. In addition, they gain 11 protection points at the start of each turn that replenishes per turn.

Special Ability (Destructive Surge): When the ascendant manifests a corruption energy psionic power, they can spend a healing threshold to cause a burst of energy around them. This energy deals 60 damage to all nearby foes within a Burst (6) centered on the caster. This power has the Penetration 10 and Rending 10 traits and causes a negative morale level to all enemies.

Special Ability (Protoss Master Leader): The ascendant gains the following perks as relates to leadership:

-The ascendant's leadership combat augmentations do not cap at DC 25, and instead go up to DC 35

-When giving an allied protoss a morale point from rallying, that protoss also recovers 26 energy shield points

-Generate +1 morale point on a successful rally action, can give up to 2 morale points to a single ally, can give allies 2 more morale points than they can normally gain (jaded tal'darim can gain up to 3)

-When the ascendant is the primary target of a ranged attack, can redirect the attack on an ally within 6 squares. The ally must be a valid target of the attack.

-Can draw the life force of a willing ally as a minor action. Target loses 2 healing thresholds and suffers damage equal to twice their damage threshold. This damage cannot be reduced and does not deal wounds. Afterwards, the ascendant spends a healing threshold to regain shield and hit points equal to twice the hit points the target lost.

Special Ability (Protoss Master Psychic): The high ascendant gains the following perks as relates to psionics:

-The ascendant can spend 1 energy fatigue as a standard action to make a Blood Orb attack.

-The ascendant's psionic powers deal +15 damage, gain +4 accuracy, cause the target to lose a healing threshold if it deals a crippling wound, and causes 1 negative morale level.

-Once per round, the ascendant can increase the energy fatigue cost of a single power by +5 to manifest it as a minor action. This power must have a base energy fatigue cost higher than 0 but no greater than 5 and normally be manifested as a standard or move action. This bonus power cannot be sustained.

- Once per round, when the ascendant slays an enemy with a psionic power or Blood orb, they recover a healing threshold on a 12+. They also regain energy equal to the target's PL
- The ascendant drains psionic energy. The psionic powers of all psychics within short range cost 2 additional energy fatigue. The ascendant regains 2 energy when a psychic within that range manifests a power.
- The ascendant can activate the *Levitation* psionic power at will
- Once per day, the ascendant can spend a minor action to lose all energy fatigue
- As a minor action, the ascendant can draw psionic energy from up to 4 nearby allies, each ally giving them +2 manifestation bonus and +1 PL (maximum of +8 manifestation and +4 PL). Each contributing ally then gains 4 energy fatigue.
- When the ascendant focuses, they boost their PL by 3 from their psionic amplifier

Special Ability (Protoss Psychic): The ascendant is a protoss psychic that can gain a Psi Level of up to 10 and can draw powers from the Telepathy, Telekinesis, Energy, or Augmentation disciplines. The character also possesses Psionic Detection and Natural Mind Reading. Corruption is their psionic power source.



~A Tal'darim High Ascendant massacres the weak with unlimited psionic ability

Highlord's Slayer Description

Slayers sacrifice their chance at ascension to become living weapons of war, meant only to kill. Some Tal'darim do so after serving as the personal executioners of the highlord, their religious devotion to their master causing them to willingly become his personal slayers. Thus, great warriors become one with the slayer exoskeleton forever to act as the hands of the highlord. These slayers now act as the emissaries of the highlord, repeating his words to other Tal'darim commanders and ensuring that they execute his vision. They will kill treacherous ascendants just as readily as the foes he commands them against.

Highlord's Slayer Tactics

The slayer is a tricky and powerful foe. Like most walkers, its primary offense relies on ranged attacks with its built-in weapons. It supplements these attacks with psionic prowess. Every round, as a free action, the slayer can lift up to 4 gargantuan-sized objects and throw them at enemies. This makes it a terrifying foe, as it hurls ruined vehicles, boulders, and shattered buildings around the battlefield as if they were nothing.

In the meantime, the slayer is resoundingly resilient. It can use *Life Drain* to heal its mechanical hull and gains 50 protection points any round it begins its turn without shields. It also gains more protection when it kills an enemy, especially if it is a helpless foe. Finally, if it suffers a crippling wound, it activates *Phase Shift* until the start of its next turn, preventing it from taking damage.

The slayer has a variety of taxing hatred abilities, which causes it to suffer 44 damage to activate powerful effects. It will often use these quite willingly, as it is small amount of damage compared to their healing and hit point totals. Most commonly, they will use channeled aggression to get another particle disruptor attack. They will use adrenaline rage if they are having trouble hitting, but more often so they can supplement their actions with a blood haze attack.

-Highlord Slayer's Favored Psionic Powers: Psi Level 7, +18 psionic manifestation bonus (+20 with telekinesis)

-Life Drain; DC 22 manifestation as a standard action; 6 energy fatigue; +11 accuracy, targets an enemy within long range, deals 43 damage with Penetration 14, slayer heals equal to damage dealt

-Natural Manipulation Move Object; DC 18 manifestation as a free action; 0 energy fatigue; caster can grab up to 4 gargantuan size or smaller objects within distant range and move them 8 squares, objects can instead be hurled up to 34 squares dealing damage as the type of object they are with a -5 accuracy penalty, objects deal +10 damage

-Phase Shift; Automatically manifested as standard action or as a reaction; 3 energy fatigue; slayer becomes incorporeal and cannot interact with anything in the real world. Phased out targets cannot deal damage or take damage, but can still move; power lasts 3 rounds or can be ended at the beginning of any turn or until target succeeds DC 25 willpower check as full-round action

-Void Strength; DC 22 manifestation as a standard action; 6 energy fatigue; caster target self or allies within short range, up to 2 targets, target recovers energy shields equal to d20+18 x2 (average 56), target also gains +3 melee damage and penetration for 7 rounds

Tal'darim Highlord's Slayer

Level 24 Tal'darim Protoss Advanced Heroic Character in Large-sized Vehicle (Fanatic 7, Blood Hunter 5, Resurrected 7, Sorcerer [Telekinetic Fury] 5), High Threat

Skill Purchases: 24

Talent Purchases: 13

Ability Score Purchases: 23

Hit Points: 588

Healing Threshold: NA

Damage Threshold: 74

Defense: 32

Toughness: 42

Resolve: 28

Speed: 9

Shift Speed: 2

Morale Bonus: +9

Space: 1 square

Reach: 1 square

Initiative: +10

Damage Resistance: 48

Psionic Resistance: 36

Energy Shields: 100 (Shield Armor 3)

-Twin-linked Particle Disruptor 1d20+28 accuracy, 50 damage, +1 strike maximum, distant range; *Special Traits:* Penetration 15, Bane, Hailfire 1, Energy Damage, Regains 5 shield points

-Large Bash 1d20+21 accuracy, 39 damage, +1 strike maximum; *Special Traits:* Penetration 4

Skills: Acrobatics 6, Athletics 8, Defensive Training 12, Durability 12, Lore 8, Melee 10, Mental Training 10, Perception 6, Pilot 6, Psionics 10, Ranged 12, Stealth 2, Survival 8, Tactics 10

Talents: Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged), Enduring Shields III, Hardened Survivalist, Jaded, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Discipline Focus (telekinesis), Resilience II, Weapon Mastery (ranged III)

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

Class Traits: *Armored Defender II, Energizing Shields, Omniscient Stance, Psychic Champion Mastery III, Eternal Warrior Mastery III, Swift Strider, War Walker, Adrenaline Rage, Fanatic Mastery III, Gushing Wound, Blood Haze, Hunter in Shadows, Merciless Hunter, Arcane Construct, Deathless Frenzy, Resurrected Mastery II, Sorcerer Mastery II, Blood Orb, Levitation, Stolen Essence, Natural Manipulation*

Psionic Powers: *Manipulate, Move Object, Life Drain, Void Strength*

Strength: 14 **Instinct:** 6 **Agility:** 6 **Fortitude:** 12

Intelligence: 6 **Willpower:** 8

Gear: Tier 3 Twin-linked Bane Particle Disruptor, Weapon, Tier 3 Large-sized Bash, Tier 3 Crystalline Computing Array, Tier 3 Reinforced Plating, Slayer Exoskeleton (Khaydarin Crystal in Dominance Socket, Plasma Shielding in Dominance Socket, Plasma Shielding in Vengeance Socket)

Special Ability (Bane Weapon): The particle disruptor ignores shield armor. Against unshielded targets, the weapon deals 4 bleed damage on hit.

Special Ability (Phase Shift): The slayer manifests the *Phase Shift* power on itself whenever it suffers a crippling wound from an attack. In addition, the *Phase Shift* power of the slayer has an energy fatigue cost of 3, does not require a manifestation check, and the slayer never overcharges when casting *Phase Shift*. They can choose to end the power at the start of any turn.

Special Ability (Taxing Hatred): The slayer can automatically suffer 44 damage on their turn, ignoring energy shields and resistances, to activate one of the following effects:

-**Channeled Aggression:** Gain an extra standard action on their turn. Cannot be used to manifest powers. Also gain 5 energy fatigue, in addition to damage.

-**Adrenaline Rage:** Gain advantage on attack rolls, strength, and agility checks that turn, and +2 melee damage.

-**Blood Haze:** While adrenaline rage is active, target an enemy within long range as a minor action. Make a +23 attack against target's toughness, on hit, target is blinded for 2 rounds +1 round per 5 points attack surpassed toughness.

Special Ability (Vicious Combatant): The slayer gains the following benefits as relates to their combat effectiveness:

-The slayer can perform a shift action before or after making a ranged attack, as part of the attack action. If they do, they get +2 defense until the start of their next turn.

-Gains 50 protection points for 1 round any round the slayer does not start the turn with any shield points.

-When the slayer kills 1 or more enemies on their turn, they gain 20 protection, +5 defense, and +5 move speed until the start of their next turn.

-When the slayer kills a stunned, unconscious, helpless, or blind foe, they gain 24 protection

Special Ability (Protoss Arcane Construct): The slayer is a protoss psychic with a PL of 7, and can draw powers from the Telepathy, Telekinesis, Energy, Augmentation, and Temporal disciplines. The character also possesses Psionic Detection and Natural Mind Reading. Corruption is their psionic power source. The slayer gains the following perks that relate to psionics:

-Once per round, as a free action, the slayer can use either the *Manipulate* or *Move Object* psionic powers without costing energy fatigue. They cannot sustain powers round by round this way.

-The slayer deals +10 damage with all offensive psionic powers

-The slayer drains psionic energy. The psionic powers of all psychics within short range cost 2 additional energy fatigue. The slayer regains 2 energy when a psychic within that range manifests a power.

-When manifesting a psionic power, the slayer heals hit points equal to energy fatigue spent

-The slayer can use *Augmentation* powers despite being in a cybernetic walker

Raid Leader Description

Raid leaders are the expert pilots of the Tal'darim. Rather than climbing the chain to get the command of capital ships, they focus on what they excel at: aerial warfare. Raid leaders enter space battles at the head of squadrons of phoenixes and scouts and seek to inflict as much damage on the enemy as possible. They seek the excitement and thrill of destroying their enemies and the pleasure at being the masters of their preferred art of war. When the Tal'darim invade a world, raid leaders spearhead operations to bombard the planet's structures and civilian centers.

Raid Leader Tactics

Like most pilot focused characters, raid leaders are much more effective in their vehicles than they are in personal combat. Raid leaders use tactics to increase their accuracy and start encounters by focusing and using their telepathic powers, *Mind Blast* and *Mind Ripple*. If they start running low on energy, they will activate *Void Strength* on themselves to recover some shields and gain extra melee damage and penetration. They will then focus on slashing apart the target of their avenger mark.

-Pilot's Favored Psionic Powers: Psi Level 6, +18 psionic manifestation bonus (+20 with energy), recovers 2 energy fatigue per turn

-Mind Blast; DC 20 manifestation as a standard action; 6 energy fatigue; +18 attack versus resolve at medium range, target takes 68 psionic damage; Rending 3

-Mind Ripple; DC 22 manifestation as a full-round action; 12 energy fatigue; +18 attack versus resolve in a Burst 7 centered on the caster, targets takes 68 psionic damage

-Void Strength; DC 22 manifestation as a standard action; 6 energy fatigue; caster target self or allies within short range, target recovers energy shields equal to $d20+18 \times 2$ (average 56), target also gains +3 melee damage and penetration for 6 rounds

Tal'darim Raid Leader

Level 26 Tal'darim Protoss Advanced Heroic Character (Fanatic 7, Astral Hunter 7, Death Captain 4, Sorcerer 7, Celestial Wrath 1), High Threat

Skill Purchases: 29

Talent Purchases: 25

Ability Score Purchases: 20

Hit Points: 238

Healing Threshold: 12

Damage Threshold: 34

Defense: 30

Toughness: 32

Resolve: 32

Speed: 8

Shift Speed: 2

Morale Bonus: +9

Space: 1 square

Reach: 1 square

Initiative: +8

Damage Resistance: 32

Psionic Resistance: 43

Energy Shields: 112 (Shield Armor 8)

-Bane Psi Blade 1d20+14 accuracy, 31 damage, +3 strikes maximum; *Special Traits:* Penetration 6, Defensive, Bane

-Disintegration Rod 1d20+16 accuracy, 45 damage, 1 strike maximum, 4 shots at medium range; *Special Traits:* Penetration 50, Unstoppable

-Blood Orb 1d20+18 accuracy, 41 damage, 1 strikes maximum, 1 shot at short range; *Special Traits:* Penetration 14, Burst 1

Skills: Acrobatics 10, Athletics 10, Computers 6, Defensive Training 13, Durability 12, Endurance 8, Influence 4, Leadership 8, Lore 6, Medicine 4, Melee 11, Mental Training 10, Perception 10, Pilot 13, Psionics 10, Ranged 13, Science 8, Stealth 6, Survival 4, Tactics 8

Talents: Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged), Dodge, Dual-Weapon Skill, Endless Energy II, Enduring Shields II, Implement Focus II, Hardened Survivalist, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Discipline Focus (telekinesis II, telepathy), Psychic Power, Resilience, Resolute, Weapon Mastery (melee, ranged III)

Skill Focuses: Defensive Training +2, Durability +2, Pilot +2, Ranged +2

Class Traits: *Armored Defender II, Fanatic Mastery III, Adrenaline Rage, Gushing Wound, Sorcerer Mastery III, Blood Orb, Levitation, Stolen Essence, Rapid Channeling, Pilot Expert, Pilote Ace, Pilot Mastery III, Avenger, Attuned Shields, Astral Hunter Mastery III, Command Throne, Burn Systems, Galactic Sniper, Reflection Shielding, Fearsome Barrage, Ascendant Flight Form, Indestructible, Celestial Wrath Mastery I, Soar the Stars*

Psionic Powers: *Reading, Messaging, Manipulate, Move Object, Telekinetic Push, Levitation, Hallucination, Mind Blast, Mind Ripple, Void Strength*

Strength: 9*

Instinct: 7*

Agility: 7

Fortitude: 6

Intelligence: 8

Willpower: 8

Gear: Tier 3 Commodore Flight Power Suit (Khaydarin Crystal in Vengeance Socket, Ilhan Crystal in Dominance Socket, Plasma Shielding in Normal Socket, Soloarite Shard in Normal Socket), Bracer (Khalis Fragment in Immortality Socket), Tier 3 Bane Psi Blade, Tier 3 Disintegration Rod, Tier 3 Equipment Belt x2, Tier 3 Repair Kit x2, Tier 3 Medipack x2

Special Ability (Bane Weapon): This psionic weapon ignores shield armor. Against unshielded targets, the weapon deals 4 bleed damage on hit.

Special Ability (Avenging Mark): -When the pilot or their vehicle is hit by an attack, they can mark that target. Until that target is dead, or the encounter ends, they gain +4 accuracy and +4 defense. They gain advantage on attacks against the marked target. They can only mark a target while there is not marked targets.

Special Ability (Protoss Master Pilot): The pilot gains the following perks as relates to controlling vehicles:

- The pilot reduces all crippling wounds points their vehicle suffer from by 1
- When using a vehicle weapon against another vehicle, the pilot can choose what wound location they target on a crippling hit
- Any vehicle the pilot commands gain the following benefits: +6 shield armor, +30% shield pool, +30% maximum speed, +3 rendering, +10 accuracy, +6 defense, +2 square speed in mass combat, and +5 power ratings of damage with vehicle weapons.
- The vehicle gains 10 protection points at the start of any turn it does not have shields
- When performing a pilot maneuver, can spend an extra minor action to change speed on a successful maneuver by up to acceleration rating, but suffer -3 defense for 1 turn.
- Once per encounter, the pilot can activate Fearsome Barrage. Their vehicle attacks use twice as much ammunition but gain Haifire 1 and +6 damage and penetration. This lasts until start of pilot's next turn. If the pilot destroys an enemy of huge-sized or larger while using this ability, it lasts an additional turn.
- The pilot can overlock their ship as a free action. Their vehicle suffers damage equal to $\frac{1}{2}$ its damage threshold, but gains +2 accuracy, +2 defense, +50 acceleration, and +5 to pilot checks. This power can be used on multiple turns; its damage doubles every subsequent turn. This damage ignores resistance and wounds are dealt to vitals.
- While the pilot's vehicle has active energy shields, the vehicle gains cover

Special Ability (Protoss Combat Master): The pilot gains the following perks as relates to personal combat:

- The pilot can spend 1 energy fatigue as a standard action to make a Blood Orb attack.
- At the start of a turn, the pilot can spend a healing threshold activate Adrenaline Rush; gaining advantage on all attack rolls, strength, and agility checks over the next round. They also gain +2 damage with melee attacks. This lasts until the start of their next turn.
- The pilot deals +15 damage with offensive psionic powers and offensive powers cause the target to lose a healing threshold if they deal crippling wounds.
- Once per round, the pilot can increase the energy fatigue cost of a single power by +5 to manifest it as a minor action. This power must have a base energy fatigue cost higher than 0 but no greater than 5 and normally be manifested as a standard or move action. This bonus power cannot be sustained.
- The powers of all psychics within short range of the pilot cost 2 additional energy fatigue but cause the pilot to recover 2 energy.



Vanguard Eternal Description

Defeat is a mark of failure for a Tal'darim. Many critically wounded Tal'darim try to repent for their failures in battle by being placed inside a vanguard walker and being deployed in the front lines of every battle. That way, they can recklessly expend their last bit of life making their foe pay and die in a way that has meaning. Usually, it works. However, sometimes, a vanguard warrior continues to fight and refuses to die. Deployed to the front lines again and again, these vanguards emerge victorious as their lesser fall around them. Their overwhelming success results in their failure to die meaningfully, causing rage and anger in the vanguard. In time, these immortal vanguards become the lords of death, totems of brutality and suffering. These are the vanguard eternal and to battle forever is their right and punishment.

Vanguard Eternal's Tactics

The vanguard eternal is capable of producing a terrifying amount of punishment from their scatter cannon alone. Usually using it with a focused burst, they hit a Burst 8 area with hailfire 4, causing considerable damage to vehicles and swarms, and decimating individual soldiers. However, this is hardly their own trick. They can use channeled aggression to fuel their anger and attack again in the same round. The 50 hit points is hardly a loss for how much damage they can do, and they often try to mitigate the damage they suffered by using *Soul Eater*, which is an easy to target power at closer ranges than the scatter cannon can manage.

In addition to *Soul Eater*, the vanguard's psionic powers are usually saved for when foes get close. *Chaos Wave* will force foes back, while one or more *Chaos Orbs* will do steady damage. In the meantime, melee attacks are repelled by the vanguard's shields, which do excessive damage to those who try to break it. Even when broken, they gain 50 protection points every turn they start without a shield.

-Vanguard's Favored Psionic Powers: Psi Level 9, +30 psionic manifestation bonus (+32 with energy)

-Chaos Orb; DC 30 manifestation as a standard action; 16 energy fatigue; creates an orb that moves at 9 squares per round, makes a +31 attack against any target that were within 5 square of it during any part of its move; attack deals 56 damage on a hit with Penetration 47, Rending 2, continues move in a straight line for 4 rounds before dissipating at end of caster's 4th round
-Chaos Wave; DC 28 manifestation as a standard action; 16 energy fatigue; +31 attack versus defense and toughness, effects an area adjacent to the character that is 36 squares long and 9 squares wide, struck takes 66 damage with Penetration 38; Rending 2, if power surpasses toughness, struck targets are pushed 4 squares away
-Soul Eater; DC 28 manifestation as a standard action; 14 energy fatigue; +31 attack versus defense at long range, struck takes 43 damage with Penetration 38, Rending 2, then leaps to a target within short range, keeps jumping until it attacks 4 targets, missed targets do not cause effect to end; recovers 18 hit points per target hit by the power

Tal'darim Vanguard Eternal

Level 30 Tal'darim Protoss Advanced Heroic Character in Huge-sized Vehicle (Psychic Warrior 7, Elite Psychic Warrior 5, Eternal Warrior 7, Commander 6, Reanimated Champion 5), Formidable Threat

Skill Purchases: 32	Talent Purchases: 21	Ability Score Purchases: 23
Hit Points: 1,138	Healing Threshold: NA	Damage Threshold: 90
Defense: 34	Toughness: 56	Resolve: 34
Speed: 11	Shift Speed: 3	Morale Bonus: +12
Space: 3 by 3 squares	Reach: 2 squares	Initiative: +12
Damage Resistance: 74	Psionic Resistance: 50	Energy Shields: 350 (Shield Armor 10)

-Scatter Cannon w/ Saturation Fire 1d20+42 accuracy, 56 damage, full auto, distant range; *Special Traits:* Penetration 20, Bane, Hailfire 2, Burst 4, Ground Fire, Grenade

-Scatter Cannon w/ Area Burst 1d20+32 accuracy, 56 damage, full auto, distant range; *Special Traits:* Penetration 20, Bane, Hailfire 3, Burst 12, Ground Fire, Grenade

-Scatter Cannon w/ Focused Burst 1d20+32 accuracy, 56 damage, full auto, distant range; *Special Traits:* Penetration 20, Bane, Hailfire 4, Burst 8, Ground Fire, Grenade

-Huge Bash 1d20+27 accuracy, 51 damage, +2 strike maximum; *Special Traits:* Penetration 7

-Shield Blast 1d20+30 accuracy, 116 damage, 1 strike maximum; *Special Traits:* All foes within 3 squares, half damage on miss

Skills: Acrobatics 10, Athletics 10, Defensive Training 14, Durability 15, Leadership 8, Lore 8, Melee 12, Mental Training 12, Perception 8, Pilot 8, Psionics 14, Ranged 14, Stealth 4, Survival 10, Tactics 12

Talents: Channeled Strength, Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged II), Enduring Shields V, Hardened Survivalist, Immune to Pain, Inspirational Presence, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psychic Powers, Resilience II, Weapon Mastery (ranged III)

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

Class Traits: *Armored Defender II, Energizing Shields, Omniscient Stance, Psychic Champion Mastery III, Eternal Warrior Mastery III, Swift Strider, War Walker, Protoss Commander Mastery III, Resilience of the Firstborn, Cannon Onslaught, Defender to the Last, Inspiring Monument, Reanimated Mastery III, Psionic Might, Shield of Defiance, Adrenaline Rage, Fanatic Mastery III, Gushing Wound, Blood Haze, Hunter in Shadows, Merciless Hunger, Arcane Construct, Deathless Frenzy, Resurrected Mastery II, Rak'Shir Dueling, Ascendant Mastery II, Redirect Attack, Sacrifice*

Psionic Powers: *Compulsion, Command, Stop Organ, Feedback, Life Drain, Dark Matter Surge, Chaos Wave, Soul Eater, Chaos Orb*

Strength: 22 **Instinct:** 8 **Agility:** 10 **Fortitude:** 21

Intelligence: 6 **Willpower:** 12

Gear: Tier 3 Scatter Cannon, Tier 3 Huge-sized Bash, Tier 3 Crystalline Computing Array, Tier 3 Heavy Plated Hull, Vanguard Exoskeleton (Khaydarin Crystal in Vengeance Socket, Plasma Shielding in Vengeance Socket, Plasma Shielding in Immortality Socket, Bloodshard Crystal in Normal Socket)

Special Ability (Bane Weapon): The scatter cannon ignores shield armor. Against unshielded targets, the weapon deals 4 bleed damage on hit.

Special Ability (Taxing Hatred): The vanguard can automatically suffer 50 damage on their turn, ignoring energy shields and resistances, to activate one of the following effects:

-Channeled Aggression: Gain an extra standard action on their turn. Cannot be used to manifest powers. Also gain 5 energy fatigue, in addition to damage.

-Adrenaline Rage: Gain advantage on attack rolls, strength, and agility checks that turn, and +2 melee damage.

-Blood Haze: While adrenaline rage is active, target an enemy within long range as a minor action. Make a +31 attack against target's toughness, on hit, target is blinded for 2 rounds +1 round per 5 points attack surpassed toughness.

Special Ability (Eternal Lord of Death): The vanguard gains the following benefits as relates to combat:

-The vanguard can perform a shift action before or after making a ranged attack, as part of the attack action. If they do, they get +2 defense until the start of their next turn.

-The vanguard ignores all ongoing penalties from crippling wounds. They must also suffer 7 crippling wounds to a location for it to cause the location to be destroyed.

-Gains 50 protection points for 1 round any round the vanguard does not start the turn with any shield points.

-When the vanguard kills 1 or more enemies on their turn, they gain 20 protection, +5 defense, and +5 move speed until the start of their next turn.

-When the vanguard kills a stunned, unconscious, helpless, or blind foe, they gain 30 protection

-Regain 4 shield points each turn.

-The vanguard ignores difficult terrain

-Whenever the vanguard loses shield points, all adjacent enemies suffer an automatic hit of damage equal to the shield points lost

-Can draw the life force of a willing ally as a minor action. Target loses 2 healing thresholds and suffers damage equal to twice their damage threshold. This damage cannot be reduced and does not deal wounds. Afterwards, the vanguard regains shield and hit points equal to twice the hit points the target lost.

-When the vanguard is reduced to 0 shield points, they perform a **Shield Blast** attack against all enemies within 3 squares

Special Ability (Totem of Suffering): The vanguard is a symbol of terror, despair, and endless agony. All allies within 30 squares gain +4 morale bonus. Their inspirational presence gives all allies within 12 squares +1 to all attacks, skill checks, and morale bonus. All allies within 6 squares of them gain +5 damage resistance while the vanguard is not stunned, staggered, or immobilized.

Special Ability (Protoss Arcane Construct): The annihilator is a protoss psychic with a PL of 8, and can draw powers from the Telepathy, Energy, Augmentation, and Temporal disciplines. The character also possesses Psionic Detection and Natural Mind Reading. Corruption is their psionic power source. The slayer gains the following perks that relate to psionics:

-When manifesting a psionic power, the vanguard heals hit points equal to energy fatigue spent

-The vanguard can use *Augmentation* powers despite being in a cybernetic walker

-As a minor action, the vanguard can draw psionic energy from up to 4 nearby allies, each ally giving them +2 manifestation bonus and +1 PL (maximum of +8 manifestation and +4 PL). Each contributing ally then gains 4 energy fatigue.

-The vanguard manifests all psionic powers at 1 PL higher

Tal'darim Piloted Vehicles

This is a selection of high level piloted protoss vehicles, with higher level pilots controlling higher tiered vehicles.

Darkheart Phoenix Description

The darkhearts are the elite phoenix squadrons of the Tal'darim. Usually, a single darkheart phoenix squadron will be attached to a Tal'darim mothership and act as its protectors and its agents. They will eliminate a small craft they moves in to bomb the mothership, and when the space is clear, they will move on to engage the ship that deployed them. Darkhearts are known to fly upgraded vessels with solar eclipse insignias upon their hull.

The darkheart phoenix is a tier 2 phoenix piloted by a Tal'darim raid leader.

Darkheart Phoenix

Level 24 Tal'darim Protoss Advanced Heroic Character in Gargantuan-sized Vehicle, High Threat

Skill Purchases: 29

Talent Purchases: 25

Ability Score Purchases: 20

Hit Points: 598

Healing Threshold: NA

Damage Threshold: 60

Defense: 33

Toughness: 54

Resolve: 28

Acceleration Rating: 120

Max Speed: 1,300 (10 starship)

Morale Bonus: +9

Space: 4 by 4

Reach: NA

Initiative: +8

Damage Resistance: 36

Psionic Resistance: NA

Energy Shields: 676 (Shield Armor 8)

-Twin-linked Ion Cannon 1d20+33 accuracy, 90 damage, +3 strikes maximum, unlimited shots at remote range; *Special Traits:* Penetration 20, Rending 8 (23 versus constructs), Hailfire 1, Energy Damage

Skills: Acrobatics 10, Athletics 10, Computers 6, Defensive Training 13, Durability 12, Endurance 8, Influence 4, Leadership 8, Lore 6, Medicine 4, Melee 11, Mental Training 10, Perception 10, Pilot 13, Psionics 10, Ranged 13, Science 8, Stealth 6, Survival 4, Tactics 8

Talents: Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged), Dodge, Dual-Weapon Skill, Endless Energy II, Enduring Shields II, Implement Focus II, Hardened Survivalist, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Discipline Focus (telekinesis II, telepathy), Psychic Power, Resilience, Resolute, Weapon Mastery (melee, ranged III)

Skill Focuses: Defensive Training +2, Durability +2, Pilot +2, Ranged +2

Class Traits: *Armored Defender II, Fanatic Mastery III, Adrenaline Rage, Gushing Wound, Sorcerer Mastery III, Blood Orb, Levitation, Stolen Essence, Rapid Channeling, Pilot Expert, Pilot Ace, Pilot Mastery III, Avenger, Attuned Shields, Astral Hunter Mastery III, Command Throne, Burn Systems, Galactic Sniper, Reflection Shielding, Fearsome Barrage, Ascendant Flight Form, Indestructible, Celestial Wrath Mastery I, Soar the Stars*

Psionic Powers: *Reading, Messaging, Manipulate, Move Object, Telekinetic Push, Levitation, Hallucination, Mind Blast, Mind Ripple, Void Strength*

Strength: 19

Instinct: 7*

Agility: 7

Fortitude: 19

Intelligence: 8

Willpower: 8

Special Ability (Ion Barrage): When attacking a foe that the phoenix is moving faster than, the phoenix gets to make 1 additional strike against the target for ever speed interval they are moving faster than them. They can only receive 5 bonus strikes this way.

Special Ability (Galactic Sniper): When dealing a crippling wound to another vehicle, the phoenix choses what wound location is hit.

Special Ability (Gravity Beam): As a standard action, the phoenix can fire a gravity beam against a target. This is has a +28 accuracy bonus at long ranges. If the attack hits, the target is stunned and can be moved up to 10 squares in any direction by the phoenix, including off the ground. This ability can be sustained round by round by the phoenix's pilot, although it requires a standard action each round. The phoenix cannot move while it is using gravity beam. The gravity beam does not end unless the phoenix moves or choses to stop sustaining it.

Special Ability (Fearsome Barrage): Once per encounter, the phoenix can activate Fearsome Barrage. Their ion cannon gains Hailfire +1) and +6 damage and penetration. This lasts until start of phoenix's next turn. If the phoenix destroys an enemy of huge-sized or larger while using this ability, it lasts an additional turn.

Special Ability (Avenger): Once the phoenix has been struck by an enemy attack, the character can declare that target to be subjected to their Avenger Mark. Once a target has been marked, another target cannot be marked that encounter until the target is destroyed. Against the marked target, the character gains +4 accuracy and +4 defense.

Special Ability (Defensive Focus): When the phoenix begins its turn without energy shields, it gains 10 protection points. They have cover against attacks as long as they have energy shields.

Special Ability (Mobile Craft): The phoenix has advanced targeting systems and takes no penalty to attacks when moving at high speeds. In addition, at combat speed, the phoenix can choose its movement direction at the start of its movement regardless of facing, when the phoenix turns, it can either change the direction of its movement or its facing. It must be moving in the direction it is facing to go at cruising speed, however.

Special Ability (Burn Systems): The pilot can choose to overclock their vehicle as a free action. When using burn systems, the vehicle loses 30 hit points, ignoring damage resistance, but gains +2 accuracy, +2 defense, +50 acceleration rating, and a +5 bonus on pilot checks until the start of their next turn. This can be used subsequent turns in a row, maintaining the bonus. However, the damage taken doubles each turn it is used in a row. Crippling wounds dealt from this effect are always dealt to the Vitals location.

Special Ability (Reinforcement): The reinforcement value from the phoenix's plated hull reduces all crippling wound points it suffers by 4.

Deathwing Scout Description

Deathwing is a title given by fleet lords to the elite squadrons of Tal'darim scouts, flown by their absolute best pilots. The deathwing have gained notoriety for preying on ships along the space lanes outside Tal'darim space. The deathwing have taken down numerous khalai flagships and marked their wreckages for pillaging by larger Tal'darim forces. The actions of the deathwing have given the chosen countless salvage and allowed them to make reconstructions of many of the templar war machines designed over the last decades, such as the void ray, immortal, and phoenix.

The deathwing scout is a tier 2 scout piloted by a Tal'darim raid leader.

Deathwing Scout

Level 25 Tal'darim Protoss Advanced Heroic Character in Gargantuan-sized, High Threat

Skill Purchases: 29

Talent Purchases: 25

Ability Score Purchases: 20

Hit Points: 673

Healing Threshold: NA

Damage Threshold: 63

Defense: 30

Toughness: 57

Resolve: 28

Acceleration Rating: 60

Max Speed: 1,040 (8 starship)

Morale Bonus: +9

Space: 4 by 6 squares

Reach: NA

Initiative: +8

Damage Resistance: 47

Psionic Resistance: NA

Energy Shields: 480 (Shield Armor 8)

-Twin-linked Photon Blaster 1d20+33 accuracy, 80 damage, full auto, unlimited shots at distant range; *Special Traits:* Penetration 10, Rending 5, Fully Automatic, Hailfire 1

-Antimatter Missile Battery 1d20+23 accuracy, 90 damage, 1 attack maximum, 36 shots at strategic range; *Special Traits:* Penetration 50, Rending 3, Burst 4, Missile

Skills: Acrobatics 10, Athletics 10, Computers 6, Defensive Training 13, Durability 12, Endurance 8, Influence 4, Leadership 8, Lore 6, Medicine 4, Melee 11, Mental Training 10, Perception 10, Pilot 13, Psionics 10, Ranged 13, Science 8, Stealth 6, Survival 4, Tactics 8

Talents: Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged), Dodge, Dual-Weapon Skill, Endless Energy II, Enduring Shields II, Implement Focus II, Hardened Survivalist, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Discipline Focus (telekinesis II, telepathy), Psychic Power, Resilience, Resolute, Weapon Mastery (melee, ranged III)

Skill Focuses: Defensive Training +2, Durability +2, Pilot +2, Ranged +2

Class Traits: *Armored Defender II, Fanatic Mastery III, Adrenaline Rage, Gushing Wound, Sorcerer Mastery III, Blood Orb, Levitation, Stolen Essence, Rapid Channeling, Pilot Expert, Pilot Ace, Pilot Mastery III, Avenger, Attuned Shields, Astral Hunter Mastery III, Command Throne, Burn Systems, Galactic Sniper, Reflection Shielding, Fearsome Barrage, Ascendant Flight Form, Indestructible, Celestial Wrath Mastery I, Soar the Stars*

Psionic Powers: *Reading, Messaging, Manipulate, Move Object, Telekinetic Push, Levitation, Hallucination, Mind Blast, Mind Ripple, Void Strength*

Strength: 21

Instinct: 7*

Agility: 7

Fortitude: 21

Intelligence: 8 **Willpower:** 8

Special Ability (Target Lock): The pilot can issue a target lock as a standard action. The crew aboard the ship can then expend the lock freely with the battery attack made on that turn or a future turn. A weapon attack with a target lock either gains a +10 accuracy bonus OR the character can fire a second missile against the target, making an entirely second attack roll versus the same enemy, gaining a +4 accuracy bonus with both missiles this way.

Special Ability (Galactic Sniper): When dealing a crippling wound to another vehicle, the scout chooses what wound location is hit.

Special Ability (Auto Aim): When the scout damages a target they expended a target lock against, they are considered to be aiming at that target every round without spending an action. This lasts until the scout aims at another target or either party leaves combat.

Special Ability (Avenger): Once the scout has been struck by an enemy attack, the character can declare that target to be subjected to their Avenger Mark. Once a target has been marked, another target cannot be marked that encounter until the target is destroyed. Against the marked target, the character gains +4 accuracy and +4 defense.

Special Ability (Shield Attunement): In combat, the pilot can spend a standard action recharging some of their ships shield. This gives the pilot 2 points of energy fatigue but restores 60 shield points.

Special Ability (Defensive Focus): When the scout begins its turn without energy shields, it gains 10 protection points. They have cover against attacks as long as they have energy shields.

Special Ability (Burn Systems): The pilot can choose to overclock their vehicle as a free action. When using burn systems, the vehicle loses 31 hit points, ignoring damage resistance, but gains +2 accuracy, +2 defense, +50 acceleration rating, and a +5 bonus on pilot checks until the start of their next turn. This can be used subsequent turns in a row, maintaining the bonus. However, the damage taken doubles each turn it is used in a row. Crippling wounds dealt from this effect are always dealt to the Vitals location.

Special Ability (Reinforcement): The reinforcement value from the scout's plated hull reduces all crippling wound points it suffers by 4.



Tal'darim Piloted Capital Ships

This is a selection of capital ships commonly used by the Tal'darim with the commander's statistic included.

Tal'darim Carrier Description

The carrier is an incredibly old and effective design. Thus, it is not a surprise that the Tal'darim have pillaged and recreated scores of their own carriers. Much like it is for the templar, the carrier serves as the backbone of the Tal'darim fleet.

The carrier is commanded by a Tal'darim commander (see Supplement 5: The End War).

Tal'darim Carrier

Level 26 Tal'darim Protoss Advanced Heroic Character Commanding Behemoth-sized Capital Ship, Epic-3 Threat

Skill Purchases: 28

Talent Purchases: 16

Ability Score Purchases: 20

Hit Points: 11,750

Healing Threshold: NA

Damage Threshold: 283

Defense: 5

Toughness: 277

Resolve: 24

Acceleration Rating: 130

Max Speed: 780

Morale Bonus: +7

Space: 4 by 4 starship

Reach: NA

Initiative: +9

Damage Resistance: 67

Crew Actions: 6

Energy Shields: 6,500 (Shield Armor 26)

Skills: Acrobatics 6, Athletics 6, Computers 4, Defensive Training 10, Durability 9, Endurance 5, Leadership 6, Melee 10, Mental Training 8, Perception 8, Pilot 10, Psionics 10, Ranged 11, Science 2, Survival 4, Tactics 9

Talents: Defensive Fighting, Devastating Cripple (melee, ranged), Dual-Weapon Skill, Inspirational Presence, Jaded, Power Strike II, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psionic Power, Resilience, Swift Strikes, Weapon Mastery (melee II, ranged II)

Skill Focuses: Defensive Training +2, Pilot +2, Ranged +2

Class Traits: *Armored Defender II, Fanatic Mastery III, Adrenaline Rage, Gushing Wound, Pilot Mastery III, Avenger, Astral Hunter Mastery III, Burn Systems, Galactic Sniper, Attuned Shields, Reflection, Ascendant Flight Form, Indestructible, Fearsome Barrage, Protoss Commander Mastery II, Ascendant Mastery II, Sacrifice, Resilience of the Firstborn*

Psionic Powers: *Reading, Messaging, Stop Organ, Compulsion, Hallucination, Feedback, Mind Blast, Command, Acute Senses, Muscular Enhancement*

Strength: 50

Instinct: 7

Agility: 8*

Fortitude: 50

Intelligence: 5

Willpower: 8

Forces: 2 swarms of zealots, 1 swarm of foresworn, 3 swarms of supplicants, 5 vanguard, 2 wrathwalkers, 8 squadrons of 8 interceptors, 10 war prisms, 2 squadrons of 6 scouts, 1 squadron of 6 phoenix, 5 observers

Special Ability (Capital Ship): The vessel has 6 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action on a carrier can be used for the following purposes:

Activate Thrusters: Each activate thrusters action increases the ships starship scale speed by 1 that turn.

Advanced Scanner: By spending 2 crew actions, can make a detector action in a Massive Burst (1) area

Charge Purification: Twenty charge purification actions are required to prepare the weapon to fire.

Deploy Boarders: This action allows the ship to deploy 2 military units as boarders via teleportation platforms.

Deploy Craft: A crew action can be spent to deploy 1 vehicle from the ship's hanger, up to four times per round. Alternatively, a single crew action can deploy a squadron of eight interceptors while only take up one of the four hanger actions each round.

Emergency Repairs: A crew action can be spent to repair 1d20+57 hit points to the ship but cannot heal the ship above 50% life.

Evasive Maneuvers: The vessel can spend up to 3 crew actions on increasing its defense. The first action gives it +6 defense, and each action afterwards gives it a bonus +7.

Recharge Shields: A crew action can be used to recover 1d20+57 shields, as long as the ship has 1 shield.

Replace Interceptors: Eight replace interceptor actions are required to replace a lost squadron of eight interceptors. Once finished, the interceptors will be ready to deploy in the hanger.

Stabilizers: A crew action is required to maintain control of the ship if a move action is not spent on piloting or moving.

Special Ability (Interception Countermeasures): As a free action on their turn, the protoss carrier can declare one or more interceptor squadrons within 1 square of them to activate interception countermeasures. When this happens, the interceptors squadron disperses and begins protecting the carrier. They can no longer be attacked or targeted, and instead count as a point defense weapon for the carrier with a DC of 5x number of interceptors in the squadron (usually 40 for 8 interceptors). They use their twin-plasma cannon as their point defense weapon, with Hailfire (3) instead of normal hailfire. At the start of any turn, the

carrier can order any interceptors to reform their squadrons anywhere within 1 square of the carrier again and act on their own initiative. The carrier can have any number of interceptor squadrons active in this mode.

Special Ability (Purification): The carrier can charge a purification blast weapon, designed for sanitizing worlds. This is a weapon system that requires 20 charge system actions to fire. Once it begins charging, it must be fired within 30 rounds or all charge wears off. Once the weapon is charged, it can fire a single, superheated beam of thermal energy towards the target. This is usually used on planets, where it will devastate a region approximately 5 kilometers in diameter. It can also be used against other capital ships, but it is not intended for that purpose and thus not very accurate. Roll a d20 when attacking another capital ship with purification. On a 18-20, the beam hits the target. Gives +1 to the check if the target is behemoth, +3 if the target is immense, or +5 if the target is titanic. If the beam hits the target, the enemy ship suffers a hit of 4,000 damage, ignoring damage resistance. The purification system can be used at orbital range and counts as a Grand Ordinance weapon for activation, meaning it requires a standard action and 4 crew actions to use.

Special Ability (Linked Drones): The carrier is linked to its squadrons of interceptors. When it is destroyed, all the interceptors' self-destruct. The carrier's interceptors are part of the carrier and their threat level and are not rewarded separately for experience.

Special Ability (Burn Systems): The commander can choose to overclock their vehicle as a free action. When using burn systems, the vehicle loses 141 hit points, ignoring damage resistance, but gains +2 accuracy, +2 defense, +50 acceleration rating, and a +5 bonus on pilot checks until the start of their next turn. This can be used subsequent turns in a row, maintaining the bonus. However, the damage taken doubles each turn it is used in a row. Crippling wounds dealt from this effect are always dealt to the Vitals location.

Special Ability (Resilient War Ship): The carrier reduces all crippling wounds it suffers by 5.



Tal'darim Destroyer Description

A recent design, the destroyer is a modified version of the void ray equipped with a bloodshard crystal channeling corruption energy instead of the prismatic beam of the void ray. The destruction beam unleashes terrible energies upon its target, and once fully charged, bounces its beam to other target, causing widespread chaos. The Tal'darim use this weapon to attack from atmosphere, cleansing targeted cities of life.

The destroyer is commanded by a Tal'darim commander (see Supplement 5: The End War).

Tal'darim Destroyer

Level 23 Tal'darim Protoss Advanced Heroic Character Commanding Gigantic-sized Capital Ship, Epic-2 Threat

Skill Purchases: 28

Talent Purchases: 16

Ability Score Purchases: 20

Hit Points: 5,520

Healing Threshold: NA

Damage Threshold: 166

Defense: 10

Toughness: 160

Resolve: 28

Acceleration Rating: 100

Max Speed: 1,040

Morale Bonus: +9

Space: 2 by 2 starship

Reach: NA

Initiative: +8

Damage Resistance: 67

Crew Actions: 4

Energy Shields: 2,600 (Shield Armor 17)

-Destruction Beam 1d20+34 accuracy, 255 damage, 1 strike maximum, unlimited shots at strategic range; *Special Traits:* Penetration 40, Focusing Beam (+1 hailfire per 2 overages), Charging Destruction Beam (see below)

Skills: Acrobatics 6, Athletics 6, Computers 4, Defensive Training 10, Durability 9, Endurance 5, Leadership 6, Melee 10, Mental Training 8, Perception 8, Pilot 10, Psionics 10, Ranged 11, Science 2, Survival 4, Tactics 9

Talents: Defensive Fighting, Devastating Cripple (melee, ranged), Dual-Weapon Skill, Inspirational Presence, Jaded, Power Strike II, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psionic Power, Resilience, Swift Strikes, Weapon Mastery (melee II, ranged II)

Skill Focuses: Defensive Training +2, Pilot +2, Ranged +2

Class Traits: *Armored Defender II, Fanatic Mastery III, Adrenaline Rage, Gushing Wound, Pilot Expert, Pilot Ace, Pilot Mastery III, Avenger, Astral Hunter Mastery III, Burn Systems, Galactic Sniper, Attuned Shields, Reflection, Ascendant Flight Form,*

Indestructible, Fearsome Barrage, Protoss Commander Mastery II, Ascendant Mastery II, Sacrifice, Resilience of the Firstborn
Psionic Powers: *Reading, Messaging, Stop Organ, Compulsion, Hallucination, Feedback, Mind Blast, Command, Acute Senses, Muscular Enhancement*

Strength: 40

Instinct: 7

Agility: 8*

Fortitude: 40

Intelligence: 5

Willpower: 8

Forces: 20 Tal'darim zealots, 5 Tal'darim blood hunters, 5 Tal'darim foresworn

Special Ability (Avenger): Once the vessel has been struck by an enemy attack, the commander can declare that target to be subjected to their Avenger Mark. Once a target has been marked, another target cannot be marked that encounter until the target is destroyed. Against the marked target, the commander gains +4 accuracy and +4 defense.

Special Ability (Galactic Sniper): When dealing a crippling wound to another vehicle, the destroyer chooses what wound location is hit.

Special Ability (Capital Ship): The vessel has 4 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action on a void ray can be used for the following purposes:

Activate Thrusters: Each activate thrusters action increases the ships starship scale speed by 1 that turn

Advanced Scanner: By spending 2 crew actions, can make a detector action in a Massive Burst (1) area

Charge Destruction: The destroyer can spend 2 crew actions to cause the weapon to be half charged and jump more times. Alternatively, the destroyer can spend 4 crew actions to make the weapon fully charged, jumping even more times. See the Charging Destruction Beam Trait.

Deploy Boarders: This action allows the ship to deploy 1 military unit as boarders for another craft via teleportation platform.

Emergency Repairs: A crew action can be spent to repair 1d20+57 hit points to the ship but cannot heal the ship above 50% life.

Evasive Maneuvers: The vessel can spend up to 3 crew actions on increasing its defense. The first action gives it +12 defense, and each action afterwards gives it a bonus +8.

Recharge Shields: A crew action can be used to recover 1d20+57 shields as long as the ship has 1 shield point

Charging Destruction Beam: When the destroyer is half charged or fully charged by crew actions, it bounces from target to target after hitting a foe. The next target must always be within remote range of the previous target. The total amount of jumps that it makes depends on how charged it is.

-Half Charged: The beam jumps until it hits a total of 3 targets if it continues to hit. If it hits a swarm of squadron at this charge level, instead of jumping the attack gains Hailfire (2- the number of times it has jumped that turn).

-Fully Charged: The beam jumps until it hits a total of 6 targets if it continues to hit. If it hits a swarm of squadron at this charge level, instead of jumping the attack gains Hailfire (5- the number of times it has jumped that turn).

Special Ability (Burn Systems): The commander can choose to overclock their vehicle as a free action. When using burn systems, the vehicle loses 83 hit points, ignoring damage resistance, but gains +2 accuracy, +2 defense, +50 acceleration rating, and a +5 bonus on pilot checks until the start of their next turn. This can be used subsequent turns in a row, maintaining the bonus. However, the damage taken doubles each turn it is used in a row. Crippling wounds dealt from this effect are always dealt to the Vitals location.

Special Ability (Close Support Ship): The destroyer is designed to operate effectively within the atmosphere of a planet. It suffers no penalties to crew actions and speed while functioning in atmosphere within mass combat.

Special Ability (Resilient War Ship): The destroyer reduces all crippling wounds it suffers by 5.



Tal'darim Mothership Description

The Tal'darim Mothership is the crown of the Death Fleet, a massive fortress of death and mayhem which the doom or worlds can sound from. Where the Aiur mothership functions well as a support instrument or weapon of war, the chosen's mothership is purely an instrument of widespread mayhem. The cloaking field has been replaced with interceptor hanger bays and the defensive EMP cannons fallen out of favor for planet-cracking thermal lances. While the psionic core is much weaker than that of the mothership, the extra firepower makes up for that. This devastating package is made more lethal by the introduction of a fleet lord, the paragon experts of stellar warfare.

The Tal'darim mothership is commanded by a Tal'darim fleet lord.

Tal'darim Mothership

Level 32 Tal'darim Protoss Advanced Heroic Character Commanding Immense-sized Capital Ship, Epic-4 Threat

Skill Purchases: 34

Talent Purchases: 33

Ability Score Purchases: 32

Hit Points: 25,360

Healing Threshold: NA

Damage Threshold: 410

Defense: 5

Toughness: 404

Resolve: 26

Acceleration Rating: 100

Max Speed: 390

Morale Bonus: +8

Space: 8 by 8 starship

Reach: NA

Initiative: +12

Damage Resistance: 111

Crew Actions: 12

Energy Shields: 13,200 (Shield Armor 72)

-Terminator Beam 1d20+52 accuracy x6, 190 damage, 1 strike maximum, unlimited shots at orbital range; *Special Traits:* Penetration 80, Rending 3, Burst 23, Overwhelming Firepower, Energy Damage, Macro, Battery

-Thermal Lance 1d20+52 accuracy, 840 damage, 1 strike maximum, unlimited shots at orbital range; *Special Traits:* Piercing, Rending 3, Colossal Sweep, Macro

-Mothership Defensive Turrets DC 38 Point Defense, 95 damage, 1 strike maximum; *Special Traits:* Penetration 20, Rending 3, Energy Damage, Hailfire 5, Point Defense (DC 38)

Skills: Acrobatics 10, Athletics 10, Computers 12, Defensive Training 14, Durability 15, Endurance 12, Influence 6, Leadership 10, Lore 8, Melee 12, Mental Training 12, Perception 8, Pilot 14, Psionics 12, Ranged 14, Science 10, Stealth 4, Survival 9, Tactics 12

Talents: Close Combat Shot, Defensive Fighting III, Devastating Cripple (melee, ranged II), Endless Energy III, Enduring Shields IV, Hardened Survivalist, Jaded, Implement Focus III, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Resilience II, Resolute II, Weapon Mastery (melee II, ranged III)

Skill Focuses: Defensive Training +2, Durability +3, Leadership +2, Pilot +2, Ranged +2

Class Traits: *Attuned Shields, Avenger, Pilot Mastery III, Astral Hunter Mastery III, Burn Systems, Command Throne, Galactic Sniper, Fearsome Barrage, Reflection Shielding, Ascendant Flight Form, Indestructible, Lord's Throne, Rak'Shir Dueling, Redirect Attack, Sacrifice, Ascendant Mastery II, Paragon Mastery II, Soul Stealer, Commodore Mastery III, Flight Leader, Flight Plan, Flagship Commander Mastery II, Organized Crew, Doom Lord Mastery III, Grievous Wounds, Embrace their Suffering, Your Life for Mine, Demanded Obedience, God of Death*

Psionic Powers: *Reading, Messaging, Compulsion, Hallucination, Mind Blast, Mind Ripple, Psionic Maelstrom, Dominate*

Strength: 10* **Instinct:** 9* **Agility:** 10* **Fortitude:** 9

Intelligence: 8 **Willpower:** 10

Forces: 2 swarms of Tal'darim zealots, 2 swarms of Tal'darim foresworn, 2 swarms of Tal'darim supplicants, 6 vanguard, 2 wrathwalker, 8 squadrons of 8 interceptors, 10 war prisms, 2 squadrons of 6 phoenix, 1 squadron of 6 darkheart phoenix, 5 observers

Special Ability (Avenger Mark): When the mothership is hit by an attack, they can mark that target. Until that target is dead, or the encounter ends, they gain +4 accuracy and +4 defense against that target. They gain advantage on attacks against the marked target. They can only mark a target while there is not a marked target.

Special Ability (Galactic Sniper): When dealing a crippling wound to another vehicle, the mothership chooses what wound location is hit.

Special Ability (Capital Ship): The vessel has 12 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action on a tempest can be used for the following purposes:

Activate Thrusters: Each activate thrusters action increases the ships starship scale speed by 1 that turn.

Advanced Scanner: By spending 2 crew actions, can make a detector action in a Massive Burst (4) area

Charge Purification: Twenty charge targeted purification actions are required to prepare the weapon to fire.

Cloaking Field: The mothership can spend a crew action to cloak all allies within strategic range of the mothership. As long as they use a crew action each turn to maintain this field, it will never deactivate.

Deploy Boarders: This action allows the ship to deploy 4 military unit as boarders for another craft via teleportation platforms. The mothership's teleportation platforms functions at orbital range.

Deploy Craft: A crew action can be spent to deploy 1 vehicle from the ship's hanger, up to four times per round. Alternatively, a single crew action can deploy a squadron of eight interceptors while only take up one of the four hanger actions each round.

Emergency Repairs: A crew action can be spent to repair 1d20+68 hit points to the ship but cannot heal the ship above 50% life.

Evasive Maneuvers: The vessel can spend up to 3 crew actions on increasing its defense. The first action gives it +6 defense, and each action afterwards gives it a bonus +6.

Extra Attacks: Chose one of the benefits each time this option is chosen: the terminator beam can make another attack, a thermal lance gains +1 hailfire, or a point defense weapon gains +3 DC.

Manifest Psionic Power: A crew action can be used to manifest one of the ship's psionic powers. Each power can only be manifested once per round, but multiple crew actions can manifest multiple powers.

Point Defense Batteries: A crew action can be spent to maintain the mothership defense turrets, or two crew actions can be spent to activate both turrets.

Recharge Energy: A crew action can recover 5 energy for the mothership

Recharge Shields: A crew action can be used to recover 1d20+68 x2 shields, as long as the ship has 1 shield.

Secondary Weapon: A crew action can be spent to fire a Thermal Lance, or two crew actions can be used to fire both Thermal Lances

Stabilizers: A crew action is required to maintain control of the ship if a move action is not spent on piloting or moving.

Graviton Catapult: The mothership is designed to launch its interceptors incredibly quickly, filling the sky with robotic drones in no time. Instead of launching 1 ship as a crew action, it can launch a full squadron of 8 interceptors as a single crew action. This also only uses up a single usage of the hanger bay for that turn.

Special Ability (Purification): The mothership can charge a purification blast weapon, designed for sanitizing worlds. This is a weapon system that requires 20 charge system actions to fire. Once it begins charging, it must be fired within 30 rounds or all charge wears off. Once the weapon is charged, it can fire a single, superheated beam of thermal energy towards the target. This is usually used on planets, where it will devastate a region approximately 5 kilometers in diameter. It can also be used against other capital ships, but it is not intended for that purpose and thus not very accurate. Roll a d20 when attacking another capital ship with purification. On a 18-20, the beam hits the target. Gives +1 to the check if the target is behemoth, +3 if the target is immense, or +5 if the target is titanic. If the beam hits the target, the enemy ship suffers a hit of 4,000 damage, ignoring damage resistance. The purification system can be used at orbital range and counts as a Grand Ordinance weapon for activation, meaning it requires a standard action and 4 crew actions to use.

Special Ability (Psionic Powers): The psionic core of the mothership can be used to unleash psionic powers of utterly devastating effect on the battlefield. For the effect of powers, the mothership has a Psi Level of 12 and all its powers gain orbital range. It has 30 total energy that it can use for its powers and can regain 5 energy by spending a crew action. The mothership does not need to make manifestation checks. Any psionic power can be activated as a crew action in the same form as a secondary weapon.

-Mothership's Psionic Powers: Psi Level 12, 50 energy, recovers 5 energy per crew action

-Blink; Manifested as a crew action, costs 2 energy; mothership teleports 6 squares at starship scale

-Psionic Storm; Manifested as a crew action; costs 20 energy; effects a Massive Burst (1) area at orbital range, deals 70 piercing damage to everyone within area, lasts 4 rounds

-Recall; Manifested as a crew action; costs 14 energy; mothership can teleport themselves and all willing allies in a Massive Burst (2) centered on the caster to another known location in the sector, or can teleport all willing allies in a Massive Burst (2) anywhere in the sector to their location

-Vortex; Manifested by spending 4 crew actions; costs 25 energy; creates a Burst (300) area vortex (Burst 2 Starship scale); everything within the area suffers 96 damage per round and must make a DC 50 strength test or be pulled into the Vortex; inside the vortex take 180 damage per round and unable to perform any actions; vortex ends after 1 minute and everything that was in is spat out, suffer an additional hit of 120 damage, emerging targets end up 1d20x5 squares from the center of the vortex in a random direction and suffer 5 exhaustion points; vehicles that emerge from the vortex must make DC 30 pilot checks, aerial vehicle that fail begin to crash, land vehicles flip, walkers are prone

Special Ability (Burn Systems): The commander can choose to overclock their vehicle as a free action. When using burn systems, the vehicle loses 210 hit points, ignoring damage resistance, but gains +2 accuracy, +2 defense, +50 acceleration

rating, and a +5 bonus on pilot checks until the start of their next turn. This can be used subsequent turns in a row, maintaining the bonus. However, the damage taken doubles each turn it is used in a row. Crippling wounds dealt from this effect are always dealt to the Vitals location.

Special Ability (Resilient War Ship): The mothership reduces all crippling wounds it suffers by 6.



Purifier Protoss NPCs

The most powerful purifiers in the modern age are the old, recreated warriors from the origins of the purifier program. Cloned from the greatest templar, these ancient warriors fought against the Conclave for their freedom. Now that they are reawakened in the modern age, they seek to employ their great skills against contemporary foes such as the Zerg, while keeping a wary eye on their Aiur brethren.

Cybro's Ancient Description

The ancients are the reborn variations of the Aiur exemplars. Recreated in the height of the purifier program, they were among those most disgusted with being treated as servants by their kin. They remembered their conquests and deeds, but they were unrecognized by their kin. It left a massive stain on their honor. In retaliation, they spearhead the revolution in fighting for their own freedom. Once unappreciated replications of their greatest champions, the Cybro's ancients became the feared opponents of the templar. Worse yet, their immortality made them come back time and time again, even should they be defeated. When the revolution was finally quelled, the Cybro's ancients were forcefully penned back in their containment cells, to endure their stasis banishment with their rage intact.

Now that the purifiers have rejoined society, the ancients struggle on how to react. Their last moments were that of anger and betrayal, but now they are finally receiving the recognition and freedom they craved. For now, they are putting aside their grievances and fighting on behalf of the will of Cybro's.

Cybro's Ancient Tactics

Cybro's ancients protect their allied purifiers that do not have their incredible resilience. They will either stay near vulnerable allies, using *Stalwart Protector* and *Divert Shields* to protect them, or rush forward to intercept their enemies. They usually use tactics to increase their accuracy and damage resistance, and *Telekinetic Dome* to protect themselves and their allies from enemy bombardments. They fight both recklessly and fearlessly, as they have three self-revives that they can utilize each day.

Melee attacks are their primary source of damage, although *Telekinetic Impact* is a good power for fighting distant foes. They also have two forms of close area damage, their *Telekinetic Shockwave* and *Magnetic Storm*. The shockwave is bigger, slower, and more powerful, and generally used when fighting alone or hopeless overwhelmed. *Magnetic Storm*, on the other hand, can be cast as a minor action with good accuracy, but effects a small area and deals no damage to non-constructs. It will, however, damage vehicles and disable characters in powered armor.

-Cybro's Ancient's Favored Psionic Powers: Psi Level 6, +20 psionic manifestation bonus, recovers 3 energy fatigue per turn

-Telekinetic Dome: DC 28 manifestation as a standard action; 3 energy cost, +4 per round sustained; creates a protective shield centered on the caster; gains an energy shield with a shield pool of 80 and 16 shield armor, power sustained as a move action

-Telekinetic Impact; DC 22 manifestation as a standard action; 5 energy fatigue; +23 attack versus defense at distant range, target takes 60 damage with Close Quarters weapon trait, target also knocked prone if attack also surpasses toughness

-Telekinetic Shockwave; DC 24 manifestation as a full-round action; 9 energy fatigue; +23 accuracy versus defense and toughness against all targets in a Burst 8 centered on caster, striking defense deals 60 damage, striking toughness pushes 1 square +1 per 5 points attack surpassed toughness and knocks prone.

Purifier Cybro's Ancient

Level 24 Purifier Protoss Advanced Heroic Character (Sentinel 7, Praetorian 5, Purifier Templar 7, Tribal Champion 5), High Threat

Skill Purchases: 27

Talent Purchases: 20

Ability Score Purchases: 19

Hit Points: 328

Healing Threshold: NA

Damage Threshold: 38

Defense: 29

Toughness: 34

Resolve: 30

Speed: 8

Shift Speed: 1

Morale Bonus: +10

Space: 1 square

Reach: 1 square

Initiative: +10

Damage Resistance: 37

Psionic Resistance: 36

Energy Shields: 191 (Shield Armor 11)

Regeneration: 13

-Purity Psi Spear 1d20+16 accuracy, 56 damage, +2 strikes maximum; *Special Traits:* Penetration 23, Flames (30 damage when burning)

-Magnetic Storm 1d20+38 accuracy, 24 EMP damage; *Special Traits:* Magnetic Storm

Skills: Acrobatics 7, Athletics 7, Computers 2, Defensive Training 10, Durability 12, Endurance 8, Influence 2, Leadership 4, Lore 6, Medicine 4, Melee 12, Mental Training 12, Perception 8, Pilot 4, Psionics 12, Ranged 8, Stealth 4, Survival 8, Tactics 10

Talents: Defensive Fighting II, Devastating Cripple (melee), Dual-Weapon Skill, Enduring Shields III, Hardened Survivalist, Power Strike II, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Discipline Focus (telepathy, telekinesis II), Psychic Power, Resilience, Righteous Fury, Swift Strikes, Weapon Mastery (melee III)

Skill Focuses: Durability +2, Melee +2, Mental Training +2, Psionics +2

Class Traits: *Armored Defender II, Overlapping Shields, Reassemble, Sentinel Mastery III, Energizing Shields, Omniscient Stance, Psychic Champion Mastery III, Self-Sacrifice, Stalwart Protector, Tactical Devotion, Drain Shields, Magnetic Power, Magnetic Storm, Purifier Templar Mastery III, Empowered Core Power, Legendary Prowess, Mixed Fighting Style, Quickened Power, Tribal Champion Mastery III, Weapon Origin Mastery*

Psionic Powers: *Reading, Messaging, Toughness, Manipulate, Move Object, Telekinetic Push, Telekinetic Impact, Levitation, Telekinetic Shockwave, Telekinetic Dome*

Strength: 12* **Instinct:** 3 **Agility:** 6* **Fortitude:** 8

Intelligence: 6 **Willpower:** 8

Gear: Tier 3 Purity Psi Spear, Tier 3 Protoss Heavy Powered Armor (Solarite Shard in Normal Socket, Khalis in Vengeance Socket, Plasma Shielding in Immortality Socket), Bracer (Uraj Fragment in Vengeance Socket), Cloak (Uraj Fragment in Immortality Socket), Tier 3 Equipment Belt x2, Tier 3 Repair Kit x2, Tier 3 Magnifying Lens, Tier 3 Light Orb

Special Trait (Reassemble): Three times per day, when the ancient is reduced to 0 hit points, it can activate an automatic reconstruction cycle. The nanomachines and psychic technology of the purifier slowly pieces them back together over the period of 3 round. Once the cycle is complete, the ancient returns with no crippling wounds and 192 hit points. This effect can be cancelled by doing an amount of damage to the reassembling body equal to the amount they would be healed.

Special Ability (Magnetic Storm): The ancient can spend 3 energy fatigue as a standard action to create a magnetic storm. This attack effects all adjacent targets to the ancient. On hitting defense, it deals 24 EMP damage to those struck. On hitting toughness, the is pushed back 1 square, +1 square per 5 points the attack surpasses their toughness. Pushed targets suffer 5 piercing damage per square they are moved. Alternatively, they can spend 6 energy fatigue as a minor action to make a Magnetic Storm attack once per turn.

Special Ability (Protoss Master Warrior): The ancient gains the following perks as relates to combat:

- When the ancient performs a bob and weave action, instead of protecting themselves they can try to shield nearby allies with Self-Sacrifice. The purifier gains a -2 penalty to defense instead of the normal benefits for bobbing and weaving, but all allies within 2 squares of the character gain +2 defense while the character is bobbing and weaving. If the character chooses, they can bob and weave normally.
- Once per round, while using Self-Sacrifice, the ancient can take the damage from an attack against an ally within their Self-Sacrifice area.
- The ancient can activate two tactics abilities with a single tactics checks and have both results apply.
- When the ancient slays an enemy with a melee attack, they regain 5 energy.
- The ancient regains 3 shield points per turn

Special Ability (Protoss Master Psychic): The ancient gains the following perks as relates to psionics:

- The ancient regains 15 shield points whenever they manifest a psionic power
- As a move action, the ancient can expend shield points to regain energy. For every 10 shield points they sacrifice, they recover from 1 point of energy fatigue.
- Telekinesis powers gain +1 range increment, +3 accuracy, and cost 1 less energy fatigue
- Once per round, when the ancient slays an enemy with a psionic power or Magnetic Storm, they can take an instant move or charge action.
- The ancient gains +5 accuracy with psionic powers

Special Ability (Protoss Psychic): The ancient is a protoss psychic that can gain a Psi Level of up to 8 and can draw powers from the Augmentation, Telekinesis, and Energy disciplines. Purity is their psionic power source.

Special Ability (Warrior Robot): Purifiers are constructs rather than living creatures. Therefore, they do not have healing thresholds and cannot have life restored through using medicine checks. Instead, they must be repaired through the science skill instead. They cannot be poisoned, diseased, infested, or use chemicals. They do not hunger, and do not need sustenance. They do not gain fatigue. Despite being constructs, they can be affected by combat influence and leadership effects as normal, and have morale. They can be affected by telepathic abilities. They ignore all concealment due to darkness. Their data link connects them with all purifiers within 10 miles, and functions identically as an Instinctive Telepathic Link.

Purifier Executor Description

As the purifiers are a recreation of a military force, they are led by their own executors. Each purifier executor is a clone of a famous executor from their time. With their freedom, the executors now work together to decide the will of the purifiers. Their council is informally led by Clolarion, a legendary protoss leader and fighter, and Talandar, the recreation of Praetor Fenix, who is the purifier's representative amongst the Daelaam. As per their original intention, the purifiers now lead their kin into battle against anyone who threatens the fate of Cybros.

Executor Tactics

Purifier executors are incredibly resilient, possessing high hit points, resistance, and regeneration. They always begin combat by setting up defensive formation combat augmentations and activating tactics for defense and accuracy. They will ensure to keep rallying allies to ensure they keep their shields and morale up. Afterwards, they will get within short range of the enemy, behind their ally's ranks, and manifest *Telekinetic Combat* to lift their purity psi blade. Afterwards, they will dual-wield to use combat to fight with their psi blade, while they draw their photon barrage cannon to blast apart enemy forces.

They perform this action until they feel satisfied their foes are substantial weakened, or their own followers are too weakened. Then they will put away their cannon and take up their sword after recovering their energy. They will then perform a powerful charge, pushing past most enemies, and making a single powerful strike at one vulnerable target. Afterwards, they will try and toss their foes about with a *Magnetic Storm* while activating *Imbue Form* to drastically increase their power. If they are overwhelmed and have leftover energy, they will use *Telekinetic Shockwave* to scatter their foes. Otherwise, they will fight with their full fury until victorious or dead.

-Executor's Favored Psionic Powers: Psi Level 8, +25 psionic manifestation bonus, recovers 2 energy fatigue per turn

-Imbue Form; DC 24 manifestation as a move action; 5 energy fatigue +6 per round sustained; executor gains +11 defense, melee damage, melee penetration, +2 damage resistance, +5 strikes and move speed, +1 damage threshold

-Telekinetic Combat; DC 26 manifestation as a standard action; 2 energy fatigue plus 3 per round; executor's Purity Psi Blade moves up 4 squares per round on its own, up to short range from the executor, can attack with the psi blade normally, or attack with other weapons with a -1 penalty to it and another weapon; executor has line of sight from weapon

-Telekinetic Grasp; DC 24 manifestation as a standard action; 7 energy fatigue, +5 per round sustained; +31 attack versus toughness against all targets in a burst 1 at remote range, target must be gargantuan-sized or smaller, target takes 40 damage per round, is Staggered, Tormented, and Immobilized sustained, can attempt to escape with a DC 24 strength at end of turn, caster sustains as a standard action

-Telekinetic Impact; DC 22 manifestation as a standard action; 5 energy fatigue; +31 attack versus defense at distant range, target takes 65 damage with Close Quarters weapon trait, target also knocked prone if attack also surpasses toughness

-Telekinetic Shockwave; DC 24 manifestation as a full-round action; 9 energy fatigue; +31 accuracy versus defense and toughness against all targets in a Burst 9 centered on caster, striking defense deals 75 damage, striking toughness pushes 1 square +1 per 5 points attack surpassed toughness and knocks prone.

Purifier Executor

Level 30 Purifier Protoss Epic Heroic Character (Sentinel 7, Praetorian 5, Purifier Templar [Implement Master] 7, Purifier Praetor 6, Tribal Lord 5), High Threat

Skill Purchases: 37

Talent Purchases: 31

Ability Score Purchases: 32

Hit Points: 567

Healing Threshold: NA

Damage Threshold: 59

Defense: 36

Toughness: 37

Resolve: 40

Speed: 10

Shift Speed: 2

Morale Bonus: +11

Space: 1 square

Reach: 1 square

Initiative: +12

Damage Resistance: 46

Psionic Resistance: 69

Energy Shields: 169 (Shield Armor 17)

Regeneration: 15

-Purity Psi Sword 1d20+24 accuracy, 46 damage, +3 strikes maximum; *Special Traits:* Penetration 10, Defensive, Flames (40 damage when burning)

-Photon Barrage Cannon 1d20+23 accuracy, 75 damage, full-auto, 140 shots at remote range; *Special Traits:* Penetration 10, Rending 2, Full Auto

-Magnetic Storm 1d20+28 accuracy, 24 EMP damage; *Special Traits:* Magnetic Storm, Energy Fatigue Cost (4)

Skills: Acrobatics 12, Athletics 12, Computers 4, Defensive Training 14, Durability 14, Endurance 12, Influence 8, Leadership 14, Lore 10, Medicine 10, Melee 14, Mental Training 12, Perception 10, Pilot 12, Psionics 14, Ranged 12, Science 6, Stealth 8, Survival 12, Tactics 12

Talents: Awesome Abilities (willpower, fortitude), Cleave II, Defensive Fighting III, Devastating Cripple (melee, ranged), Dual Weapon Skill, Endless Energy II, Enduring Shields IV, Hardened Survivalist, Implement Focus II, Inspirational Presence, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psychic Discipline Focus (telekinesis), Psychic Power, Resilience II, Resolute II, Swift Strikes, Weapon Mastery (melee III, ranged III)

Skill Focuses: Defensive Training +2, Durability +2, Leadership +2, Melee +2, Psionics +2

Class Traits: *Armored Defender II, Sentinel Mastery III, Overlapping Shields, Reassemble, Psychic Champion Mastery III, Energizing Shields, Omniscient Stance, Self-Sacrifice, Tactical Devotion, Stalwart Protector, Charged Blast, Purifier Templar Mastery III, Magnetic Storm, Drain Shields, Magnetic Power, Protoss Commander Mastery III, Resilience of the Firstborn, Structure Update, Praetor Mastery II, Bulwark of Faith*

Psionic Powers: *Reading, Messaging, Toughness, Manipulate, Move Object, Telekinetic Push, Telekinetic Impact, Telekinetic Shockwave, Telekinetic Grasp, Imbue Form, Telekinetic Combat, Telekinetic Dome*

Strength: 11* **Instinct:** 6* **Agility:** 8 **Fortitude:** 11

Intelligence: 8 **Willpower:** 11

Gear: Tier 3 Purity Psi Blade, Tier 3 Photon Barrage Cannon, Tier 3 Protoss Imperial Power Suit (Plasma Shielding in Immortality Socket, Uraj Fragment in Immortality Socket, Solarite Shard in Normal Socket), Bracer (Khalis Fragment in Vengeance Socket), Ring (Uraj Fragment in Normal Socket), Tier 3 Psionic Amplifier, Tier 3 Equipment Belt x3, Tier 3 Crystalline Computing Array, Tier 3 Magnifying Lens, Tier 3 Repair Kit

Special Trait (Reassemble): Once per day, when the executor is reduced to 0 hit points, it can activate an automatic reconstruction cycle. The nanomachines and psychic technology of the purifier slowly pieces them back together over the period of 3 round. Once the cycle is complete, the sentinel returns with no crippling wounds and 150 hit points. This effect can be cancelled by doing an amount of damage to the reassembling body equal to the amount they would be healed.

Special Ability (Magnetic Storm): The executor can spend 4 energy fatigue as a standard action to create a magnetic storm. This attack effects all adjacent targets to the ancient. On hitting defense, it deals 24 EMP damage to those struck. On hitting toughness, the is pushed back 1 square, +1 square per 5 points the attack surpasses their toughness. Pushed targets suffer 5 piercing damage per square they are moved.

Special Ability (Protoss Master Combatant): The executor gains the following perks as relates to combat:

-When the executor charges with a melee as a full-round action, they can pass through the squares of any enemies between them and their target. All the enemies whose squares you pass through suffer automatic 60 damage, penetration 20. The charge attack gains +10 accuracy and +90 damage.

-When the executor suffers crippling wounds, roll a d20 for each crippling wound point they suffered. On a 11+, the wound point is canceled.

- When the executor performs a bob and weave action, instead of protecting themselves they can try to shield nearby allies with Self-Sacrifice. The executor gains a -2 penalty to defense instead of the normal benefits for bobbing and weaving, but all allies within 2 squares of the character gain +2 defense while the character is bobbing and weaving. If the character chooses, they can bob and weave normally.

-Once per round, while using Self-Sacrifice, the executor can take the damage from an attack against an ally within their Self-Sacrifice area.

-The executor can activate two tactics abilities with a single tactics checks and have both results apply.

-The executor regains 4 shield points per turn

-The executor regains 15 shield points whenever they manifest a psionic power

-As a move action, the executor can expend shield points to regain energy. For every 10 shield points they sacrifice, they recover from 1 point of energy fatigue.

-Telekinesis powers gain +1 range increment, +3 accuracy, and cost 1 less energy fatigue

Special Ability (Protoss Master Leader): The executor gains the following perks as relates to leadership:

-When the executor grants a protoss ally a morale point from a rally action, that ally regains 30 shields and 5 hit points per morale they gained.

-Generate +1 morale point on a successful rally action, can give up to 2 morale points to a single ally, can give allies 2 more morale points than they can normally gain

-All allies within 11 squares gain a +1 bonus to accuracy and skill checks

-The executor can rally allies as a free action but can only give morale to purifiers and allies with a crystalline computing array of digital uplink.

Special Ability (Protoss Psychic): The executor is a protoss psychic that can gain a Psi Level of up to 8 and can draw powers from the Augmentation and Telekinesis disciplines. Purity is their psionic power source.

Special Ability (Warrior Robot): Purifiers are constructs rather than living creatures. Therefore, they do not have healing thresholds and cannot have life restored through using medicine checks. Instead, they must be repaired through the science skill instead. They cannot be poisoned, diseased, infested, or use chemicals. They do not hunger, and do not need sustenance. They do not gain fatigue. Despite being constructs, they can be affected by combat influence and leadership effects as normal, and have morale. They can be affected by telepathic abilities. They ignore all concealment due to darkness. Their data link connects them with all purifiers within 10 miles, and functions identically as an Instinctive Telepathic Link.

High Arbiter Description

As an example of their hubris, the Conclave members recreated some of their number to help guide the purifiers and control them. This ended in disaster, as the cloned judicators equally despised being treated as slaves. They aided the rest of the purifiers in the revolt. Their administration skills allowed them to be able to significantly guide the software of other purifiers, serving as a force multiplier. In the modern era, high arbiters' function as a leading council for the purifiers, directly under the executors. While the executors lead the military forces and make major political movements, the high arbiters govern the administrators, data smiths, and exalts while functioning as a node for all purifiers to pass information about. They calculate the votes for all purifiers under their jurisdiction so they can represent the will of the purifiers.

High Arbiter Tactics

High arbiters are casters with a huge variety of support that they can provide in an encounter. One of their most important features is their Efficiency ability, allowing their most powerful allies to gain a second chance on a failed check by also gaining an arbiter's influence check to use as their result (arbiters have an influence bonus of +23). High arbiters will almost always use this power unless it proves unnecessary or useless. Otherwise, they will begin encounters by trying to take enemies out of commission by using *Phase Shift* to briefly neutralize two foes, or *Deceleration* to cause one extreme threat to be vastly weaker.

Once their enemies are sufficiently cripple, the arbiter will assist in combat by using *Incendiary Beam*, *Telekinetic Grasp*, and *Vaporize* as needed. As these are all standard actions, they can use their favored power *Telekinetic Impact* as a minor action on the same turn. They will either continue using Efficiency as their third action or move as needed. They generally do not focus, as their accuracy is incredibly high already. If the battle starts to turn away from them, they will activate Archon of Purity for a short but huge burst of damage by activating expensive powers like *Vaporize*. If they are forced into melee, they will try to quickly recover energy and then use *Imbue Form* and enter combat with their psi reaper.

Manifesting powers is very important for the survivability of a high arbiter. Not only do they restore 15 energy shields each time they manifest a power, but they also increase their regeneration by 4 each time, stacking. This makes them difficult to kill via attrition while they are still manifesting powers.

-High Arbiter's Favored Psionic Powers: Psi Level 8, +24 psionic manifestation bonus (+26 manifestation with energy), recovers 4 energy fatigue per turn

-Deceleration; DC 28 manifestation as a standard action; 6 energy fatigue; +25 attack versus resolve against a target at long range; struck target suffers swiftness drain (6) for 4 rounds. The target can break the drain early by performing a DC 18 willpower test as a move action

-Imbue Form; DC 24 manifestation as a move action; 5 energy fatigue +6 per round sustained; arbiter gains +12 defense, melee damage, melee penetration, +2 damage resistance, +6 strikes and move speed, +1 damage threshold

-Incendiary Beam; DC 22 manifestation as a standard action; 6 energy fatigue; +33 attack versus defense and toughness in a Line (10), struck takes 70 damage with Penetration (22) and Flames traits; if hitting toughness, target is knocked prone and must make DC 30 endurance check or be slowed 1 round

-Phase Shift; DC 28 manifestation as standard action; 6 energy fatigue; +71 attack versus toughness against up to 2 gargantuan-size or smaller target within medium range, struck targets are incorporeal and cannot interact with anything in the real world. Phased out targets cannot deal damage or take damage, but can still move; power lasts 10 rounds or until target succeeds DC 25 willpower check as full-round action

-Telekinetic Grasp; DC 24 manifestation as a standard action; 7 energy fatigue, +5 per round sustained; +61 attack versus toughness against all targets in a burst 1 at remote range, target must be gargantuan-sized or smaller, target takes 40 damage per round, is Staggered, Tormented, and Immobilized sustained, can attempt to escape with a DC 25 strength at end of turn, caster sustains as a standard action

-Vaporize; Manifested as a standard action; 20 energy fatigue; effects a Burst (5) area at remote range, deals 100 damage to everyone within area; Piercing trait, lasts 3 rounds; deals +2 crippling wounds to every location injured

Purifier High Arbiter

Level 26 Purifier Protoss Advanced Heroic Character (Purifier Templar 7, Purifier Archon 5, Administrator 6, Tribal Elder 5, Magistrate 3), High Threat

Skill Purchases: 24

Talent Purchases: 22

Ability Score Purchases: 22

Hit Points: 262

Healing Threshold: NA

Damage Threshold: 35

Defense: 21

Toughness: 30

Resolve: 42

Speed: 6

Shift Speed: 1

Morale Bonus: +10

Space: 1 square

Reach: 1 square

Initiative: +11

Damage Resistance: 28

Psionic Resistance: 73

Energy Shields: 120 (Shield Armor 7)

Regeneration: 12

-**Purity Psi Reaper** 1d20+14 accuracy, 46 damage, 1 strike maximum; *Special Traits*: Penetration 16, Cleaving 1, Flames (40 damage when burning)

-**Staff of Force** 1d20+11 accuracy, 59 damage, 1 strikes maximum, 27 shots at long range; *Special Traits*: Penetration 16, Telekinetic Weapon, Implement

-**Magnetic Storm** 1d20+30 accuracy, 30 EMP damage; *Special Traits*: Magnetic Storm, Energy Fatigue Cost (4)

-**Telekinetic Impact w/ Favored Power** 1d20+41 accuracy, 90 damage, 1 strikes maximum, 1 shot at short range; *Special Traits*: Piercing, Energy Fatigue Cost (1), Minor Action, target Prone if hitting defense and toughness

Skills: Acrobatics 2, Athletics 8, Computers 10, Defensive Training 11, Durability 11, Influence 13, Leadership 6, Lore 13, Melee 11, Mental Training 11, Perception 10, Pilot 10, Psionics 14, Ranged 11, Science 10, Survival 6, Tactics 11

Talents: Close Combat Shot, Defensive Fighting II, Endless Energy II, Enduring Shields II, Hardened Survivalist, Implement Focus, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psychic Discipline Focus (energy II, telekinesis II, telepathy), Psychic Powers x2, Resilience, Resolute II, Weapon Mastery (melee, ranged II)

Skill Focuses: Influence +2, Lore +2, Psionics +3

Class Traits: *Purifier Templar Mastery III, Drain Shields, Magnetic Power, Instant Recovery, Focused Recovery, Pure Force, Solar Reflection, Archon of Purity, Fateweaver Mastery III, Influential, Impair Instincts, Doomsayer, Proficient Mind, Efficiency II, Binary Telepathy, Tribal Elder Mastery III, Psionic Reinvigoration, Favored Power, Overwhelming Psionic Presence, Improved Psionic Recovery, Legendary Casting, Presence of Will, Reassurance*

Psionic Powers: *Manipulate, Move Object, Levitation, Telekinetic Impact, Telekinetic Shockwave, Telekinetic Grasp, Imbue Form, Phase Shift, Blink, Deceleration, Incendiary Beam, Molten Barrier, Solar Blast, Vaporize*

Strength: 9*

Instinct: 7*

Agility: 2

Fortitude: 8

Intelligence: 11

Willpower: 10

Gear: Tier 3 Purity Psi Reaper, Tier 3 Staff of Force, Tier 3 Protoss Light Power Suit (Solarite Shard in Wisdom Socket, Khaydarin Crystal in Vengeance Socket, Solarite Shard in Normal Socket), Cloak (Plasma Shielding in Immortality Socket), Bracer (Uraj Fragment in Vengeance Socket), Tier 3 Equipment Belt x2, Tier 3 Crystalline Computing Array, Tier 3 Laser Cutter, Tier 3 Magnifying Lens, Tier 3 Navigation Unit, Tier 3 Repair Kit

Special Ability (Magnetic Storm): The ancient can spend 3 energy fatigue as a standard action to create a magnetic storm. This attack effects all adjacent targets to the ancient. On hitting defense, it deals 30 EMP damage to those struck. On hitting toughness, the is pushed back 1 square, +1 square per 5 points the attack surpasses their toughness. Pushed targets suffer 5 piercing damage per square they are moved.

Special Ability (Efficiency): As a move action once per round, the high arbiter can target two ally within medium range with this power. Any time that ally performs an attack roll or skill check over the next round, the purifier can roll an influence check. The ally can use the highest of any of the check results to determine the final result of their check. This power can be used outside of an encounter. In this case, the arbiter gives the bonus to an ally for 10 rounds.

Special Ability (Reassurance): The high arbiter can spend a standard action to give all allies within 13 squares +2 morale levels.

Special Ability (Archon of Purity): The exalt can transform themselves into an Archon of Purity for a short duration. Enacting the transformation is a full-round action. The purifier gains +400 shields, possibly bringing them over their shield pool. While in this mode, the purifier gains +10 to manifest all psionic powers. They do not gain energy fatigue; any energy fatigue they gain from any source is instead subtracted from their shield pool. They cannot regain shield pool from any source while in this form. They lose 50 shield pool at the start of every turn. While an archon, they cannot make weapon attacks or interact with objects, but can instead fly at their normal move speed. All enemies that end their turn within 2 squares of the archon suffer a hit of 40 damage.

While an archon, the purifier cannot recover hit points, even through their natural regeneration. The effect ends when their shield pool is reduced to 0. When the effect ends, they lose all benefits of this power. Their shield pool remains 0 and they gain energy fatigue equal to their manifestation bonus. They also only have 33 current hit points when the effect ends. This power can only be used once per day.

Special Ability (Presence of Will): The high arbiter has an incredible telepathic presence that is difficult to not be overwhelmed by. All enemies of the character within short range suffer an automatic hit of 26 psionic damage at the start of the arbiter's turn. This power ignores the first 10 points of psionic resistance. Any enemy who takes a crippling wound suffers +1 crippling wound

Special Ability (Protoss Master Psychic): The high arbiter gains the following perks as relates to psionics:

- The arbiter can spend 1 energy fatigue as a minor action to cast *Telekinetic Impact* as a minor action once per round
- The arbiter regains 15 shield points whenever they manifest a psionic power
- All energy powers used by the arbiter that target an enemy's defense also target toughness. On hitting toughness, targets are knocked prone
- As a move action, the arbiter can expend shield points to regain energy. For every 10 shield points they sacrifice, they recover from 1 point of energy fatigue.
- Telekinesis powers gain +1 range increment, +10 accuracy, and cost 1 less energy fatigue
- All of the arbiter's psionic powers gain +6 accuracy and +20 damage
- Anyone that suffers damage from the arbiter's psionic powers must make a DC 30 endurance check or be Slowed for 1 round
- Once per day, the arbiter can spend a minor action to lose all energy fatigue
- The arbiter gains +20 to checks to recover energy shields or lose energy fatigue
- The arbiter can check to remove energy fatigue as a move action
- The arbiter reduces crippling wounds they suffer from telepathic attacks by 1
- Once per encounter, when the arbiter spends an action to recover energy fatigue, they can instantly spend some of that energy to manifest an energy psionic power that is cast as a standard action or less. The energy fatigue cost of the power is subtracted from the energy recovered by the character.

Special Ability (Solar Reflection): When the arbiter takes damage to their shield pool from an attack, all adjacent enemies take damage equal to shield points that the arbiter lost.

Special Ability (Psionic Reinvigoration): Upon manifesting a psionic power, the arbiter increases their regeneration by 4 for the next 2 turns. This stacks with each power manifested; each power increases the purifier's regeneration by an additional 4 and increases the duration for 1 more round.

Special Ability (Influential): When the arbiter uses combat influence, they can affect three targets with a single combat influence attempt.

Special Ability (Doomsayer): The arbiter can perform a special Doomsayer combat influence action against protoss, zerg, infested terrans, and animals. The arbiter makes a combat influence test against the target's resolve +5. If the skill check succeeds, then they cause them to suffer disadvantage on all checks for 1 round.

Special Ability (Protoss Psychic): The arbiter is a protoss psychic that can gain a Psi Level of up to 8 and can draw powers from the Augmentation, Telepathy, Telekinesis, Energy, and Temporal disciplines. Purity is their psionic power source.

Special Ability (Warrior Robot): Purifiers are constructs rather than living creatures. Therefore, they do not have healing thresholds and cannot have life restored through using medicine checks. Instead, they must be repaired through the science skill instead. They cannot be poisoned, diseased, infested, or use chemicals. They do not hunger, and do not need sustenance. They do not gain fatigue. Despite being constructs, they can be affected by combat influence and leadership effects as normal, and have morale. They can be affected by telepathic abilities. They ignore all concealment due to darkness. Their data link connects them with all purifiers within 10 miles, and functions identically as an Instinctive Telepathic Link.

Squadron Commander Description

Squadron commanders are the leaders of the fleet of purifier attack ships. Occupying scouts and the new mirages, the squadron commanders are the veterans of their fleet. Squadron commanders are some of the best pilots in the sector, but they are being forced to adjust to the new, complicated tactics of the modern era. Terrans with cloaking and transforming ships use unorthodox and bold tactics, require new thinking to adjust to. Meanwhile, the vicious alien Zerg do not use ships at all; just flying monsters. This forces the squadron commanders to adapt to a new reality of warfare.

Squadron Commander Tactics

Squadron commanders prefer to fly in battle, using their jet packs to stay ahead of their foes. As they strafe the battlefield, they use their incendiary cannons to bombard foes. When there is terrain to take advantage of, they will use *Move Object* to smash their foes, or at least remove a source of cover from their allies. If they must engage in melee, usually to support their allies, they will activate *Muscular Enhancement* and use tactics to increase their damage resistance.

-Pilot's Favored Psionic Powers: Psi Level 6, +18 psionic manifestation bonus, recovers 5 energy fatigue per turn

-Muscular Enhancement; DC 12 manifestation as a minor action; 4 energy fatigue; for 60 minutes, caster gains +6 to athletics, acrobatics, endurance, and stealth checks, and +3 melee damage and penetration

-Move Object; DC 18 manifestation as a standard action; 1 energy fatigue +1 per round sustained; caster can grab up to 4 gargantuan size or smaller objects within remote range and move them 8 squares per round, objects can instead be hurled up to 24 squares dealing damage as the type of object they are, +17 accuracy with thrown objects

Purifier Squadron Commander

Level 26 Purifier Protoss Advanced Heroic Character (Sentinel 7, Attuned 7, Unifier 4, Purifier Templar 7, Celestial Wrath 1), High Threat

Skill Purchases: 29

Talent Purchases: 23

Ability Score Purchases: 20

Hit Points: 253

Healing Threshold: NA

Damage Threshold: 38

Defense: 29

Toughness: 31

Resolve: 28

Speed: 8, fly 10

Shift Speed: 2

Morale Bonus: +9

Space: 1 square

Reach: 1 square

Initiative: +10

Damage Resistance: 37

Psionic Resistance: 43

Energy Shields: 105 (Shield Armor 6)

Regeneration: 13

-Purity Psi Blade 1d20+14 accuracy, 28 damage, +3 strikes maximum; *Special Traits:* Penetration 6, Defensive, Flames (30 damage when burning)

-Incendiary Cannon 1d20+16 accuracy, 70 damage, 1 strike maximum, 7 shots at medium range; *Special Traits:* Penetration 5, Burst 6, Flames

-Magnetic Storm 1d20+18 accuracy, 18 EMP damage; *Special Traits:* Magnetic Storm

Skills: Acrobatics 10, Athletics 10, Computers 6, Defensive Training 13, Durability 12, Endurance 8, Influence 4, Leadership 8, Lore 6, Medicine 4, Melee 11, Mental Training 10, Perception 10, Pilot 13, Psionics 10, Ranged 13, Science 8, Stealth 6, Survival 4, Tactics 8

Talents: Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged), Dual-Weapon Skill, Endless Energy II, Enduring Shields II, Implement Focus II, Hardened Survivalist, Psi Level 2, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Discipline Focus (telekinesis II, telepathy), Resilience, Resolute, Weapon Mastery (melee, ranged III)

Skill Focuses: Defensive Training +2, Durability +2, Pilot +2, Ranged +2

Class Traits: *Armored Defender II, Sentinel Mastery III, Overlapping Shields, Reassemble, Purifier Templar Mastery III, Magnetic Storm, Drain Shields, Magnetic Power, Pilot Expert, Pilot Ace, Pilot Mastery III, Avenger, Attuned Shields, Attuned Mastery III, Jet Pack, Deflecting Spin, Extension of Will, Reflection Shielding, Fearsome Barrage, Perfect Union, Rapid Jet Pack, Improved Extension of Will, Celestial Wrath Mastery I, Soar the Stars*

Psionic Powers: *Toughness, Muscular Enhancement, Rush, Manipulate, Move Object*

Strength: 8*

Instinct: 10*

Agility: 6

Fortitude: 7

Intelligence: 8

Willpower: 8

Gear: Tier 3 Commodore Flight Power Suit (Khalis Fragment in Vengeance Socket, Uraj Fragment in Dominance Socket, Uraj Fragment in Normal Socket, Soloarite Shard in Normal Socket), Cloak (Plasma Shielding in Immortality Socket), Tier 3 Purity Psi Blade, Tier 3 Incendiary Cannon, Tier 3 Equipment Belt, Tier 3 Repair Kit x2, Tier 3 Crystal Charging Cell

Special Trait (Reassemble): Once per day, when the pilot is reduced to 0 hit points, it can activate an automatic reconstruction cycle. The nanomachines and psychic technology of the purifier slowly pieces them back together over the period of 5 rounds.

Once the cycle is complete, the pilot returns with no crippling wounds and 130 hit points. This effect can be cancelled by doing an amount of damage to the reassembling body equal to the amount they would be healed.

Special Ability (Magnetic Storm): The pilot can spend 4 energy fatigue as a standard action to create a magnetic storm. This attack effects all adjacent targets to the ancient. On hitting defense, it deals 18 EMP damage to those struck. On hitting toughness, the is pushed back 1 square, +1 square per 5 points the attack surpasses their toughness. Pushed targets suffer 5 piercing damage per square they are moved.

Special Ability (Protoss Master Pilot): The pilot gains the following perks as relates to controlling vehicles:

- After performing a pilot maneuver, the pilot can perform a tactics check with advantage as a free action
- Any vehicle the pilot commands gains the following benefits: +9 defense, +8 damage resistance, +8 damage threshold, +6 shield armor, +30% shield pool, +30% maximum speed, +70 acceleration rating, +6 accuracy, +2 square speed in mass combat, and +5 power ratings of damage with vehicle weapons.
- The vehicle gains 10 protection points at the start of any turn it does not have shields
- The pilot's vehicle never takes half damage from burst attack with the rocket and missile traits. They gain +5 defense against burst attacks where they were not the primary target.
- Once per encounter, the pilot can activate Fearsome Barrage. Their vehicle attacks use twice as much ammunition but gain Hailfire 1 and +6 damage and penetration. This lasts until start of pilot's next turn. If the pilot destroys an enemy of huge-sized or larger while using this ability, it lasts an additional turn.
- While the pilot's vehicle has active energy shields, the vehicle gains cover

Special Ability (Avenging Mark): -When the pilot or their vehicle is hit by an attack, they can mark that target. Until that target is dead, or the encounter ends, they gain +4 accuracy and +4 defense. They gain advantage on attacks against the marked target. They can only mark a target while there is not marked targets.

Special Ability (Protoss Combat Master): The pilot gains the following perks as relates to personal combat:

- As a move action, the pilot can expend shield points to regain energy. For every 10 shield points they sacrifice, they recover from 1 point of energy fatigue.
- The pilot gains +1 range and +4 accuracy with telekinetic powers. They cost 1 less energy fatigue.
- The pilot regains 15 shield points whenever they manifest a psionic power
- The pilot has an integrated jet pack and can fly at 10 squares per round

Special Ability (Protoss Psychic): The pilot is a protoss psychic that can gain a Psi Level of up to 8 and can draw powers from the Augmentation, Telekinesis, and Energy disciplines. Purity is their psionic power source.

Special Ability (Warrior Robot): Purifiers are constructs rather than living creatures. Therefore, they do not have healing thresholds and cannot have life restored through using medicine checks. Instead, they must be repaired through the science skill instead. They cannot be poisoned, diseased, infested, or use chemicals. They do not hunger, and do not need sustenance. They do not gain fatigue. Despite being constructs, they can be affected by combat influence and leadership effects as normal, and have morale. They can be affected by telepathic abilities. They ignore all concealment due to darkness. Their data link connects them with all purifiers within 10 miles, and functions identically as an Instinctive Telepathic Link.



Purifier Piloted Vehicles

This is a selection of high level piloted protoss vehicles, with higher level pilots controlling higher tiered vehicles.

Purifier Executor Immortal Description

Sometimes, in the largest battlefields, the executors will go to battle within an upgraded immortal walker. This gives them a towering presence on the battlefield and allows them to provide leadership while staying far from the front line and providing fire support. Even if the walker is destroyed, the commander's consciousness moves directly back to their primary body, and they can react to the loss.

The executor immortal is a tier 3 immortal piloted by a purifier executor.

Purifier Executor Immortal

Level 30 Purifier Protoss Epic Heroic Character in Huge-sized Vehicle, Extreme Threat

Skill Purchases: 37

Talent Purchases: 31

Ability Score Purchases: 32

Hit Points: 620

Healing Threshold: NA

Damage Threshold: 58

Defense: 28

Toughness: 52

Resolve: 40

Speed: 10

Shift Speed: 2

Morale Bonus: +11

Space: 3 by 3 squares

Reach: 2 squares

Initiative: +12

Damage Resistance: 48

Psionic Resistance: 69

Energy Shields: 560 (Shield Armor 4)

Regeneration: 5

-Phase Cannon 1d20+26 accuracy, 65 damage, 1 strike maximum, distant range; *Special Traits:* Penetration 35, Hailfire 1, Burst 3, Warp, Energy Damage

-Huge Bash 1d20+23 accuracy, 55 damage, +3 strikes maximum; *Special Traits:* Penetration 12

Skills: Acrobatics 12, Athletics 12, Computers 4, Defensive Training 14, Durability 14, Endurance 12, Influence 8, Leadership 14, Lore 10, Medicine 10, Melee 14, Mental Training 12, Perception 10, Pilot 12, Psionics 14, Ranged 12, Science 6, Stealth 8, Survival 12, Tactics 12

Talents: Awesome Abilities (willpower, fortitude), Cleave II, Defensive Fighting III, Devastating Cripple (melee, ranged), Dual Weapon Skill, Endless Energy II, Enduring Shields IV, Hardened Survivalist, Implement Focus II, Inspirational Presence, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psychic Discipline Focus (telekinesis), Psychic Power, Resilience II, Resolute II, Swift Strikes, Weapon Mastery (melee III, ranged III)

Skill Focuses: Defensive Training +2, Durability +2, Leadership +2, Melee +2, Psionics +2

Class Traits: *Armored Defender II, Sentinel Mastery III, Overlapping Shields, Reassemble, Psychic Champion Mastery III, Energizing Shields, Omniscient Stance, Self-Sacrifice, Tactical Devotion, Stalwart Protector, Charged Blast, Purifier Templar Mastery III, Magnetic Storm, Drain Shields, Magnetic Power, Protoss Commander Mastery III, Resilience of the Firstborn, Structure Update, Praetor Mastery II, Bulwark of Faith*

Strength: 22

Instinct: 6*

Agility: 8

Fortitude: 22

Intelligence: 8

Willpower: 11

Special Ability (Hardened Shields): The immortal can focus to activate their hardened shields, causing their shields to take little oncoming damage. Any round they perform a Focus combat behavior, the immortal gains +20 shield armor (total of 40 shield armor).

Special Ability (Protoss Master Leader): The executor gains the following perks as relates to leadership:

-When the executor grants a protoss ally a morale point from a rally action, that ally regains 30 shields and 5 hit points per morale they gained.

-Generate +1 morale point on a successful rally action, can give up to 2 morale points to a single ally, can give allies 2 more morale points than they can normally gain

-All allies within 11 squares gain a +1 bonus to accuracy and skill checks

-The executor can rally allies as a free action but can only give morale to purifiers and allies with a crystalline computing array of digital uplink.

Special Ability (Reinforcement): The immortal reduces crippling wound points suffered by 3.

MK. XII Purifier Scout Description

The MK. XII scouts are new designs created by combining the old historic purifier scouts with the up-to-date designs created by the modern Daelaam. The creation is a quickly produced and superior version of the classic scout fighter, but strictly designed for purifier protoss, given the need for purifier data links. These have been reproduced in mass and distributed to the various old veteran pilots.

The MK. II scout is a tier 2 scout piloted by a purifier squadron commander.

MK. XII Purifier Scout

Level 25 Purifier Protoss Advanced Heroic Character in Gargantuan-sized Vehicle, Extreme Threat

Skill Purchases: 29

Talent Purchases: 23

Ability Score Purchases: 20

Hit Points: 673

Healing Threshold: NA

Damage Threshold: 71

Defense: 32

Toughness: 57

Resolve: 28

Acceleration Rating: 130

Max Speed: 1,040 (8 starship)

Morale Bonus: +9

Space: 4 by 6 squares

Reach: NA

Initiative: +8

Damage Resistance: 55

Psionic Resistance: NA

Energy Shields: 468 (Shield Armor 8)

-Twin-linked Photon Blaster 1d20+29 accuracy, 65 damage, full auto, unlimited shots at distant range; *Special Traits:* Penetration 10, Rending 2, Fully Automatic, Hailfire 1

-Antimatter Missile Battery 1d20+19 accuracy, 75 damage, 1 attack maximum, 36 shots at strategic range; *Special Traits:* Penetration 50, Burst 4, Missile

Skills: Acrobatics 10, Athletics 10, Computers 6, Defensive Training 13, Durability 12, Endurance 8, Influence 4, Leadership 8, Lore 6, Medicine 4, Melee 11, Mental Training 10, Perception 10, Pilot 13, Psionics 10, Ranged 13, Science 8, Stealth 6, Survival 4, Tactics 8

Talents: Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged), Dual-Weapon Skill, Endless Energy II, Enduring Shields II, Implement Focus II, Hardened Survivalist, Psi Level 2, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Discipline Focus (telekinesis II, telepathy), Resilience, Resolute, Weapon Mastery (melee, ranged III)

Skill Focuses: Defensive Training +2, Durability +2, Pilot +2, Ranged +2

Class Traits: *Armored Defender II, Sentinel Mastery III, Overlapping Shields, Reassemble, Purifier Templar Mastery III, Magnetic Storm, Drain Shields, Magnetic Power, Pilot Mastery III, Avenger, Attuned Shields, Attuned Mastery III, Jet Pack, Deflecting Spin, Extension of Will, Reflection Shielding, Fearsome Barrage, Perfect Union, Rapid Jet Pack, Improved Extension of Will, Celestial Wrath Mastery I, Soar the Stars*

Strength: 21

Instinct: 10*

Agility: 6

Fortitude: 21

Intelligence: 8

Willpower: 8

Special Ability (Target Lock): The pilot can issue a target lock as a standard action. The crew aboard the ship can then expend the lock freely with the battery attack made on that turn or a future turn. A weapon attack with a target lock either gains a +10 accuracy bonus OR the character can fire a second missile against the target, making an entirely second attack roll versus the same enemy, gaining a +4 accuracy bonus with both missiles this way.

Special Ability (Auto Aim): When the scout damages a target they expended a target lock against, they are considered to be aiming at that target every round without spending an action. This lasts until the scout aims at another target or either party leaves combat.

Special Ability (Avenging Mark): -When the scout is hit by an attack, they can mark that target. Until that target is dead, or the encounter ends, they gain +4 accuracy and +4 defense. They gain advantage on attacks against the marked target. They can only mark a target while there is not marked targets.

Special Ability (Shield Attunement): In combat, the pilot can spend a standard action recharging some of their ships shield. This gives the pilot 2 points of energy fatigue but restores 60 shield points.

Special Ability (Pilot Expertise): The scout never takes half damage from missed area and burst attacks and gain +5 defense against bursts when they are not the primary target. When performing a pilot maneuver, the pilot can perform a tactics check with advantage as a free action. They gain 10 protection points any time they start the round without energy shields. While the scout has energy shields, they have cover against enemy attacks.

Special Ability (Reinforcement): The reinforcement value from the scout's plated hull reduces all crippling wound points it suffers by 3.

Prototype Mirage Description

After Cybros was awakened, the Daelaam phoenix was repurposed into a phase-shifting mirage within a matter of a few days. In the time since, there have been even more adjustments to make a superior phasing craft to supplement purifier forces. While they have not finished all the details, they have an assortment of prototype mirages for their experienced pilots to test out.

The prototype mirage is a tier 2 mirage piloted by a purifier squadron commander.

Prototype Mirage

Level 24 Purifier Protoss Advanced Heroic Character in Gargantuan-sized Vehicle, Extreme Threat

Skill Purchases: 29

Talent Purchases: 23

Ability Score Purchases: 20

Hit Points: 598

Healing Threshold: NA

Damage Threshold: 68

Defense: 35

Toughness: 54

Resolve: 28

Acceleration Rating: 190

Max Speed: 1,300 (10 starship)

Morale Bonus: +9

Space: 4 by 4

Reach: NA

Initiative: +8

Damage Resistance: 44

Psionic Resistance: NA

Energy Shields: 544 (Shield Armor 8)

-Twin-linked Ion Cannon 1d20+29 accuracy, 75 damage, +3 strikes maximum, unlimited shots at remote range; *Special Traits:* Penetration 20, Rending 5 (20 versus constructs), Hailfire 1, Energy Damage

Skills: Acrobatics 10, Athletics 10, Computers 6, Defensive Training 13, Durability 12, Endurance 8, Influence 4, Leadership 8, Lore 6, Medicine 4, Melee 11, Mental Training 10, Perception 10, Pilot 13, Psionics 10, Ranged 13, Science 8, Stealth 6, Survival 4, Tactics 8

Talents: Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged), Dual-Weapon Skill, Endless Energy II, Enduring Shields II, Implement Focus II, Hardened Survivalist, Psi Level 2, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Discipline Focus (telekinesis II, telepathy), Resilience, Resolute, Weapon Mastery (melee, ranged III)

Skill Focuses: Defensive Training +2, Durability +2, Pilot +2, Ranged +2

Class Traits: *Armored Defender II, Sentinel Mastery III, Overlapping Shields, Reassemble, Purifier Templar Mastery III, Magnetic Storm, Drain Shields, Magnetic Power, Pilot Mastery III, Avenger, Attuned Shields, Attuned Mastery III, Jet Pack, Deflecting Spin, Extension of Will, Reflection Shielding, Fearsome Barrage, Perfect Union, Rapid Jet Pack, Improved Extension of Will, Celestial Wrath Mastery I, Soar the Stars*

Strength: 19

Instinct: 10*

Agility: 6

Fortitude: 19

Intelligence: 8

Willpower: 8

Special Ability (Ion Barrage): When attacking a foe that the mirage is moving faster than, the mirage gets to make 1 additional strike against the target for ever speed interval they are moving faster than them. They can only receive 6 bonus strikes this way.

Special Ability (Fearsome Barrage): Once per encounter, the mirage can activate Fearsome Barrage. Their ion cannon gains Hailfire (+1) and +6 damage and penetration. This lasts until start of mirage's next turn. If the mirage destroys an enemy of huge-sized or larger while using this ability, it lasts an additional turn.

Special Ability (Phasing Armor): Once per round when the vehicle is attacked, the mirage can make a pilot check (+22) against the attack role. If they succeed, the vehicle phases out of the time stream when the attack comes, and it simply passes by them. The mirage immediately phases back in.

Special Ability (Avenging Mark): -When the mirage is hit by an attack, they can mark that target. Until that target is dead, or the encounter ends, they gain +4 accuracy and +4 defense. They gain advantage on attacks against the marked target. They can only mark a target while there is not marked targets.

Special Ability (Mobile Craft): The mirage has advanced targeting systems and takes no penalty to attacks when moving at high speeds. In addition, at combat speed, the mirage can choose its movement direction at the start of its movement regardless of facing, when the mirage turns, it can either change the direction of its movement or its facing. It must be moving in the direction it is facing to go at cruising speed, however.

Special Ability (Pilot Expertise): The mirage never takes half damage from missed area and burst attacks and gain +5 defense against bursts when they are not the primary target. When performing a pilot maneuver, the mirage can perform a tactics check with advantage as a free action. They gain 10 protection points any time they start the round without energy shields. While the mirage has energy shields, they have cover against enemy attacks.

Special Ability (Reinforcement): The reinforcement value from the mirage's plated hull reduces all crippling wound points it suffers by 3.



Purifier Piloted Capital Ships

This is a selection of capital ships commonly used by the purifier with the commander's statistic included.

Purifier Carrier Description

The purifiers maintain a small fleet of their own carriers that they use to lead invasions for purifier forces away from Cybros. While they continue be constructed and maintained, the purifiers have taken a particular interest in the new tempests, which are quickly serving as the mainstay of the purifier war fleets.

The carrier is commanded by a purifier commander (see Supplement 5: The End War).

Purifier Carrier

Level 26 Purifier Protoss Advanced Heroic Character Commanding Behemoth-sized Capital Ship, Epic-3 Threat

Skill Purchases: 22

Talent Purchases: 15

Ability Score Purchases: 23

Hit Points: 11,750

Healing Threshold: NA

Damage Threshold: 291

Defense: 11

Toughness: 277

Resolve: 28

Acceleration Rating: 130

Max Speed: 780

Morale Bonus: +8

Space: 4 by 4 starship

Reach: NA

Initiative: +10

Damage Resistance: 73

Crew Actions: 6

Energy Shields: 6,500 (Shield Armor 26)

Skills: Acrobatics 6, Athletics 6, Computers 7, Defensive Training 12, Durability 10, Leadership 10, Lore 6, Melee 10, Mental Training 8, Perception 8, Pilot 12, Psionics 10, Ranged 12, Science 8, Tactics 10

Talents: Devastating Cripple (melee, ranged), Dual-Weapon Skill, Enduring Shields II, Psi Level 3, Psi Level 4, Power Strike, Resilience, Weapon Mastery (melee II, ranged II)

Skill Focuses: Defensive Training +2, Pilot +2, Ranged +2

Class Traits: *Armored Defender, Sentinel Mastery II, Overlapping Shields, Pilot Mastery III, Attuned Mastery III, Jet Pack, Deflecting Spin, Extension of Will, Avenger, Reflection Shielding, Fearsome Barrage, Perfect Union, Rapid Jet Pack, Improved Extension of Will, Resilience of the Firstborn*

Psionic Powers: *Toughness*

Strength: 50

Instinct: 7*

Agility: 6

Fortitude: 50

Intelligence: 6

Willpower: 8

Forces: 3 swarms of sentinel drones, 2 swarms of purifier sentinels, 1 swarm of instigators, 1 purifier warden, 2 colossi, 8 squadrons of 8 interceptors, 10 shuttles, 2 squadrons of 6 scouts, 1 squadron of 6 mirages, 5 observers

Special Ability (Capital Ship): The vessel has 6 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action on a carrier can be used for the following purposes:

Activate Thrusters: Each activate thrusters action increases the ships starship scale speed by 1 that turn.

Advanced Scanner: By spending 2 crew actions, can make a detector action in a Massive Burst (1) area

Charge Purification: Twenty charge purification actions are required to prepare the weapon to fire.

Deploy Boarders: This action allows the ship to deploy 2 military units as boarders via teleportation platforms.

Deploy Craft: A crew action can be spent to deploy 1 vehicle from the ship's hanger, up to four times per round. Alternatively, a single crew action can deploy a squadron of eight interceptors while only take up one of the four hanger actions each round.

Emergency Repairs: A crew action can be spent to repair 1d20+64 hit points to the ship but cannot heal the ship above 50% life.

Evasive Maneuvers: The vessel can spend up to 3 crew actions on increasing its defense. The first action gives it +8 defense, and each action afterwards gives it a bonus +7.

Recharge Shields: A crew action can be used to recover 1d20+64 shields, as long as the ship has 1 shield.

Replace Interceptors: Eight replace interceptor actions are required to replace a lost squadron of eight interceptors. Once finished, the interceptors will be ready to deploy in the hanger.

Stabilizers: A crew action is required to maintain control of the ship if a move action is not spent on piloting or moving.

Special Ability (Interception Countermeasures): As a free action on their turn, the protoss carrier can declare one or more interceptor squadrons within 1 square of them to activate interception countermeasures. When this happens, the interceptors squadron disperses and begins protecting the carrier. They can no longer be attacked or targeted, and instead count as a point defense weapon for the carrier with a DC of 5x number of interceptors in the squadron (usually 40 for 8 interceptors). They use their twin-plasma cannon as their point defense weapon, with Hailfire (3) instead of normal hailfire. At the start of any turn, the

carrier can order any interceptors to reform their squadrons anywhere within 1 square of the carrier again and act on their own initiative. The carrier can have any number of interceptor squadrons active in this mode.

Special Ability (Purification): The carrier can charge a purification blast weapon, designed for sanitizing worlds. This is a weapon system that requires 20 charge system actions to fire. Once it begins charging, it must be fired within 30 rounds or all charge wears off. Once the weapon is charged, it can fire a single, superheated beam of thermal energy towards the target. This is usually used on planets, where it will devastate a region approximately 5 kilometers in diameter. It can also be used against other capital ships, but it is not intended for that purpose and thus not very accurate. Roll a d20 when attacking another capital ship with purification. On a 18-20, the beam hits the target. Gives +1 to the check if the target is behemoth, +3 if the target is immense, or +5 if the target is titanic. If the beam hits the target, the enemy ship suffers a hit of 4,000 damage, ignoring damage resistance. The purification system can be used at orbital range and counts as a Grand Ordinance weapon for activation, meaning it requires a standard action and 4 crew actions to use.

Special Ability (Linked Drones): The carrier is linked to its squadrons of interceptors. When it is destroyed, all the interceptors' self-destruct. The carrier's interceptors are part of the carrier and their threat level and are not rewarded separately for experience.

Special Ability (Pilot Expertise): The carrier never takes half damage from missed area and burst attacks and gain +5 defense against bursts when they are not the primary target. They gain 10 protection points any time they start the round without energy shields..

Special Ability (Resilient War Ship): The carrier reduces all crippling wounds it suffers by 4.



Purifier Tempest Description

The purifiers have taken a keen interest in the new tempest, as it is an ultimate tool of purification. In addition, the deadly energies harnessed by the craft are no threat to the robotic purifiers. They have even begun creating a class of tempest that are completely automated and do not need a dedicated crew or pilot.

The tempest is commanded by a purifier commander (see Supplement 5: The End War).

Purifier Tempest

Level 23 Purifier Protoss Advanced Heroic Character Commanding Behemoth-sized Capital Ship, Epic-3 Threat

Skill Purchases: 22

Talent Purchases: 15

Ability Score Purchases: 23

Hit Points: 10,650

Healing Threshold: NA

Damage Threshold: 284

Defense: 11

Toughness: 277

Resolve: 28

Acceleration Rating: 120

Max Speed: 390

Morale Bonus: +8

Space: 4 by 4 starship

Reach: NA

Initiative: +10

Damage Resistance: 73

Crew Actions: 6

Energy Shields: 6,500 (Shield Armor 26)

-**Resonance Coil** 1d20+17 accuracy, 640 damage, 1 strike maximum, unlimited shots at galactic range; *Special Traits:* Penetration 50, Massive Burst 1, Energy Damage, Macro

-**EMP Pulse Cannon** 1d20+22 accuracy, 140 damage, 1 strike maximum, unlimited shots at remote range; *Special Traits:* Energy Drain, Burst 32, Overwhelming Firepower

-**Defensive Plasma Cannon Battery** DC 30 Point Defense, 70 damage, 1 strike maximum; *Special Traits:* Penetration 25, Energy Damage, Hailfire 3, Point Defense (DC 30)

-**Kinetic Overload** 1d20+22 accuracy, 1,920 damage, 1 strike maximum, unlimited shots at galactic range; *Special Traits:* Piercing, Massive Burst 2, Macro, Charge System (8), Grand Ordinance

Skills: Acrobatics 6, Athletics 6, Computers 7, Defensive Training 12, Durability 10, Leadership 10, Lore 6, Melee 10, Mental Training 8, Perception 8, Pilot 12, Psionics 10, Ranged 12, Science 8, Tactics 10

Talents: Devastating Cripple (melee, ranged), Dual-Weapon Skill, Enduring Shields II, Psi Level 3, Psi Level 4, Power Strike, Resilience, Weapon Mastery (melee II, ranged II)

Skill Focuses: Defensive Training +2, Pilot +2, Ranged +2

Class Traits: *Armored Defender, Sentinel Mastery II, Overlapping Shields, Pilot Mastery III, Attuned Mastery III, Jet Pack, Deflecting Spin, Extension of Will, Avenger, Reflection Shielding, Fearsome Barrage, Perfect Union, Rapid Jet Pack, Improved Extension of Will, Resilience of the Firstborn*

Psionic Powers: *Toughness*

Strength: 50 **Instinct:** 7* **Agility:** 6 **Fortitude:** 50

Intelligence: 6 **Willpower:** 8

Forces: 2 swarms of sentinel drones, 1 swarms of purifier sentinels, 1 purifier warden, 2 colossi, 2 squadrons of 5 mirages, 1 observer

Special Ability (Kinetic Overload): Before the kinetic overload weapon can be unleashed, eight Charge actions must be prepared to ready the weapon for use. Once it is primed, the kinetic overload requires a standard action and 4 crew actions in order to fire. As the weapon is charged, it builds up an increasingly dangerous energy field (see the Coursing Energy Charge trait below).

Special Ability (Galactic Range): The tempest's kinetic overload has essentially infinite range and will continue going into it collides with a target. If carefully calibrated, this weapon can be used to attack foes from a neighboring star system. The further away the target is, the longer it takes for the projectile to strike. To carefully calibrate the attack, someone onboard the ship will have to make a science check, and then the attack will take effect with an accuracy penalty. If either the science check or the attack fails, the attack misses entirely and deals no damage. Of course, this assumes the target is not moving in anyway besides maintained orbit. Refer to the following chart of the difficulty of hitting a distant target.

-**Neighboring Planet:** -10 accuracy, DC 35 science check, 10 rounds (1 minute) to arrive.

-**Opposite Side of the Star System:** -20 accuracy, DC 45 science check, 10 minutes to arrive

-**Adjacent Star System:** -30 accuracy, DC 50 science check, 2 hours to arrive

Special Ability (Capital Ship): The vessel has 6 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action on a tempest can be used for the following purposes:

Activate Thrusters: Each activate thrusters action increases the ships starship scale speed by 1 that turn.

Advanced Scanner: By spending 2 crew actions, can make a detector action in a Massive Burst (1) area

Charge Kinetic Overload: Eight charge kinetic overload actions are required to prepare the weapon to fire. As the weapon is charged, the area around the ship becomes more unstable, per the Coursing Energy Charge ability (see below)

Deploy Boarders: This action allows the ship to deploy 1 military unit as boarders for another craft via teleportation platforms.

Deploy Craft: A crew action can be spent to deploy 1 vehicle from the ship's hanger, up to once per round.

Emergency Repairs: A crew action can be spent to repair 1d20+64 hit points to the ship but cannot heal the ship above 50% life.

Evasive Maneuvers: The vessel can spend up to 3 crew actions on increasing its defense. The first action gives it +8 defense, and each action afterwards gives it a bonus +7.

Extra Attacks: Chose one of the benefits each time this option is chosen: the resonance coil can make another attack, an EMP pulse cannon gains +1 hailfire, or a point defense weapon gains +3 DC.

Point Defense Batteries: A crew action can be spent to maintain the defensive plasma cannon battery point defense weapon.

Recharge Shields: A crew action can be used to recover 1d20+64 shields, as long as the ship has 1 shield.

Secondary Weapon: A crew action can be spent to fire a EMP Pulse Cannon, or two crew actions can be used to fire both EMP Pulse Cannons.

Stabilizers: A crew action is required to maintain control of the ship if a move action is not spent on piloting or moving.

Special Ability (Coursing Energy Charge): As the tempest charges up its kinetic overload weapon, energy courses across the ship, making it a hazard to everything on or near it. When the tempest has 4 active charge on the kinetic overload, everything within 1 starship squares of it (or 300 normal squares), suffers an automatic 100 damage. This damage gains hailfire (2) against swarms and the damage is not split between members of a squadron. Pilot checks in the area also suffer disadvantage. When the kinetic overload is fully charge, the energies become even more unstable. Everything within 2 starship squares of it suffers 200 damage, with the same rules as before. Vehicles that suffer crippling wounds must make a DC 30 pilot check or lose control of their vehicles. Remember, this pilot check has disadvantage. When the tempest fires its kinetic overload, the energy charge goes away, and the effect is no longer active.

Special Ability (Pilot Expertise): The tempest never takes half damage from missed area and burst attacks and gain +5 defense against bursts when they are not the primary target. They gain 10 protection points any time they start the round without energy shields..

Special Ability (Resilient War Ship): The tempest reduces all crippling wounds it suffers by 4.



Protoss Strongholds and Interceptors

This is a selection of other premade protoss NPCs which would be useful in mass combat.

Squadron of Interceptors Description

Interceptors are almost always fought in mass combat, and in mass combat, they form large squadrons to maximize their strengths and make them easy to run for the GM. Interceptors almost always gather in squadrons of 8, which is how many a carrier can deploy at once.

Squadron of Protoss Interceptors

Level 30 Protoss Squadron of 8 Huge-sized Constructs, High Threat x8

Skill Purchases: 26

Talent Purchases: 22

Ability Score Purchases: 23

Hit Points: 410 (x8)

Healing Threshold: NA

Damage Threshold: 45

Defense: 26

Toughness: 43

Resolve: NA

Acceleration: 100

Max Speed: 1,000

Morale Bonus: NA

Space: 3 by 3 squares

Reach: 0

Initiative: +12

Damage Resistance: 34

Psionic Resistance: NA

Shield Pool: 300

-Twin Plasma Cannon 1d20+25 accuracy, 75 damage, +4 strikes maximum, distant range; *Special Traits:* Penetration 60, Hailfire 4 (3 while aiming), Energy Damage

Skills: Defensive Training 15, Durability 11, Perception 12, Pilot 15, Ranged 15, Tactics 12

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

Talents: Awesome Abilities (intelligence), Close Combat Shot, Combat Reflexes, Defensive Fighting III, Devastating Cripple (ranged II), Dog Fighter, Far Shot, Penetration V, Resistant V, Weapon Mastery (ranged III)

Creature Abilities: Agile Interceptor*, Automated Repair, Energy Shields, Focus Fire, Plasma Overcharge*

Strength: 10

Instinct: 9

Agility: 9

Fortitude: 10

Intelligence: 2

Willpower: NA

Gear: Tier 3 Twin Plasma Cannon, Tier 3 Reinforced Hull

Special Ability (Plasma Overcharge): The interceptor's attacks ignore the shield armor of enemy ships.

Special Ability (Squadron): The interceptor squadron is made up of eight wraiths that fight as one unit in starship combat. The interceptor squadron gains +7 accuracy, -7 defense, and +3 (included in the statistics above). All damage the squadron suffers is divided by 4, and that damage is applied to each ship in the squadron.

Special Ability (Flight): The interceptor is capable of full flight and can remain flying indefinitely. It moves like a vehicle rather than a standard character, with an acceleration rating and max speed.

Special Ability (Agile Interceptor): Interceptors can move at combat speed at up to four times their acceleration rating.

Special Ability (Energy Shield): This construct has a protective energy shield, with a shield pool of 300. These energy shields automatically recover while outside combat, at a rate of 60 shield points per minute.

Special Ability (Remote Drone): The interceptors are machines linked and control by the carrier that releases them. They cannot pass more than 20 starship squares or 10 kilometers from the carrier. If they do, they self-destruct after 5 rounds. If the carrier they are slaved to is destroyed, they will self-destruct instantly.

Protoss Particle Cannon Description

The protoss particle cannon is a powerful, defensive instrument used to defending worlds from invasion. The example listed here is using a Tal'darim Commander (see StarCraft Supplement 5: The End War) but should be generic enough to use with any faction of protoss that you need to have a defensive particle cannon.

Protoss Particle Cannon

Level 24 Protoss in Massive-sized Stronghold, Epic Threat

Skill Purchases: 28

Talent Purchases: 16

Ability Score Purchases: 20

Hit Points: 2,632

Healing Threshold: NA

Damage Threshold: 129

Defense: 1

Toughness: 123

Resolve: 26

Speed: NA

Shift Speed: NA

Morale Bonus: +7

Space: 2 by 2 starship

Reach: 0 squares

Initiative: +9

Damage Resistance: 59

Psionic Resistance: 34

Energy Shields: 1,000 (10 shield armor)

Crew Action: 4

-Charged Particle Cannon 1d20+19 accuracy, 2,040 damage, 1 strike maximum, unlimited shots at orbital range; *Special Traits:* Piercing, Colossal Sweep, Macro, Charge System (12), Grand Ordinance, Sky Fire

Skills: Acrobatics 6, Athletics 6, Computers 4, Defensive Training 10, Durability 9, Endurance 5, Leadership 6, Melee 10, Mental Training 8, Perception 8, Pilot 10, Psionics 10, Ranged 11, Science 2, Survival 4, Tactics 9

Talents: Defensive Fighting, Devastating Cripple (melee, ranged), Dual-Weapon Skill, Inspirational Presence, Jaded, Power Strike II, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psionic Power, Resilience, Swift Strikes, Weapon Mastery (melee II, ranged II)

Skill Focuses: Defensive Training +2, Pilot +2, Ranged +2

Strength: 38

Instinct: 7

Agility: 8*

Fortitude: 38

Intelligence: 5

Willpower: 8

Stronghold: The particle cannon is a massive stationary gun emplacement crewed by dozens of laborers and phase smiths. It cannot move, be moved, and does not have a pilot requirement. Crippling wounds to mobility are rerolled. The only actions the particle cannon can perform is a standard action and 4 crew actions.

Advanced Scanner: By spending 2 crew actions, can make a detector action in a Massive Burst (2) area

Charge Particle Cannon: Twelve charge particle cannon actions are needed before the particle cannon can fire again

Emergency Repairs: A crew action can be spent to repair 1d20+57 hit points to the ship but cannot heal the station above 50% life.

Recharge Shields: A crew action can be used to recover 1d20+57 shields, as long as the station has 1 shield.

Turn Cannon: The cannon can spend a crew action to turn 45 degrees.

Special Ability (Aiming the Cannon): The protoss particle cannon must pay attention to its facing. It can only fire at targets within a 45-degree arc of its current facing. It can spend a crew action to turn the cannon 45 degrees. It requires a standard action and 4 crew actions to fire.