STARCRAFT

TACTICAL MINIATURES COMBAT

WRITTEN BY NEUICON

CREATED BY NEUICON AND SEAN DANIELS

01. Introduction

This game is about winning in the glorious future of the Starcraft Universe; you will command small bands or small armies of soldiers, machines, aliens and more into battle against enemies to totally obliterate them as you shoot them, engage into close combat with them, blow them up, and more in this game of total war and destruction.

The idea for Starcraft: Tactical Miniatures Combat came from Neuicon and Sean Daniels in an attempt to create small battles on a tabletop, which meant that one could command forces of Terrans, Protoss and Zerg into battle and fight it out, without using hex grids or 1" grids; this game was meant to be played on regular 3-D terrain.

This game is also similar to games like Wizards of the Coast's Star Wars Miniatures and Dungeons & Dragons Miniatures and produces some awesome combat as there are no Save Rolls, nor are there any discussions and long debates about what rules mean what; our rules are simple, easy to understand and quick, because combat should always be resolved fairly and quickly, in any game you play.

Some things to keep in mind: this game is not for you if you hate losing and choose to throw girly-fits every time you lose, because you will lose, and losing is normal! Some games you'll win, and others you'll lose, so always remember that if you love to argue while playing and love to complain about things, then please, play another game, because this game was created for players to interact together and have fun while playing. Another thing to keep in mind is to always talk with your opponent, because that will ensure that the two of you can communicate without leading to arguments and will help in providing quick gameplay, quick combat resolvement and more.

This game was also play-tested by Neuicon, Sean Daniels, Kathy Ahern, Doug Ahern, Scott Travis and John Douglas. Many thanks go out to these people for their time and the fun we had while playing this homebrew rules system, free for the entire world to enjoy and play.
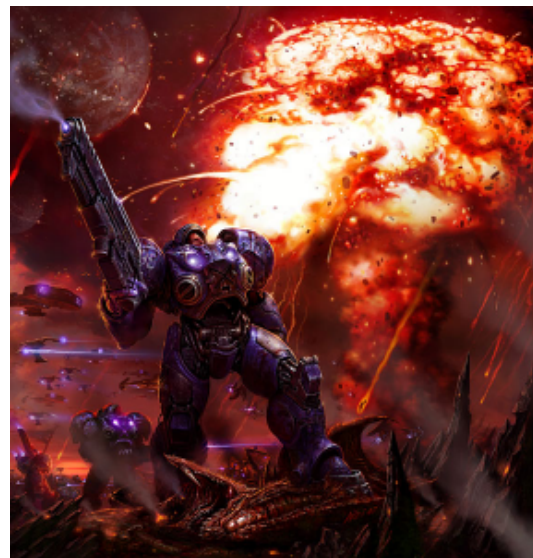
Now, for the legal stuff: all of the images in this booklet are copyright, Blizzard Entertainment and we do not choose to claim these as our own property; the Starcraft game itself is copyright, Blizzard Entertainment and again, we choose not to claim ownership of any kind to the Starcraft title. We simply claim that is a fan-created rules system, free and non-commercial.

Thanks again to everyone for picking this game up, and we truly hope that you enjoy playing it as much as we had fun working on it and play-testing it for all of you to enjoy; now go, kill, conquer and destroy!

02. Understanding the Basics

In this section, we'll be going over the basics of the game, and how the mechanics work, in order to help you get a feel for the game and the way combat is worked out.

The following information below should describe the stats for each model in the game; Game Mechanics will be shown below the example model's stats.

A Model's Statistics

Understanding the stats is crucial when playing Starcraft: Tactical Miniatures Combat.

Cost / CST: This is the model's cost, which is simply the number of points you must pay to add the creature to your warband.

Hit Points / HP: How much damage a character can withstand before falling in battle. When a character's Hit Points are reduced to 0, the character is defeated and removed from the game.

Defense / DEF: How hard the character is to hit in combat. An attacker must roll this number or higher to hit the creature and deal damage.

Attack / ATK: How effective the character is in combat. When the character makes an attack, roll the d20 and add this number. If the result equals or exceeds the enemy's Defense, the attack hits.

Damage / DMG: How much damage the character deals when an attack hits.

Special Abilities: These include any special attacks, qualities, or limits a character has; the glossary contains terms used for creatures with special abilities and provides you with information about what each special ability can do.

An example of a Terran Marine:

Marine

CST	ATK	DEF	DMG	HP
20	+8	15	10	40

Special Abilities:

Melee / Range Combat: This model may attack in both Melee and Ranged situations during its controller's turn.

Gauss Rifle: Whenever this model attacks, he may make a second attack against the same target.

An example of a Zerg Hydralisk:

Hydralisk

CST	ATK	DEF	DMG	HP
25	+10	17	20	80

Special Abilities:

Melee Combat: This model may only make Melee Attacks against enemies in Melee Range during its controller's turn.

Spine Projectiles: 30 Damage dealt to all models within 6". All models make a Save Roll of 11+ (replaces attacks).

As you can see, the point costs of these models isn't that high; this is because we're aiming for small skirmish-sized battles where you'll be commanding armies or

bands of 50 to 100 points. You can, however, make a larger battle by playing games of 200 to 300 points. For this, you might not want to use the printable cards at the end of this book, rather go by the stats in the Army Lists, and use counters to track damage on your models.

Moving Models & Provided Cover

Movement is very easy in Starcraft: Tactical Miniatures Combat; all models may do either of the following: move up to six inches and attack, attack and move up to six inches or move up to 12 inches (double their speed) and skip their attack phase.

In order to make a Melee Attack, the attacking model must be within 1" of the targeted model.

Cover grants a model +4 to their DEF statistic when in cover, and this could be anything from behind a wall, a window or tree and even behind vehicles or anything that you and your opponent would constitute as being cover. Remember that to attack at range at a model in cover, you draw line of sight from the attacking model to the targeted model. Each model has a weapon, and the Army List provides this information for you; use the Range Value of the weapon by checking it in the Army List. If the model's weapon is within range of the targeted model, it may then shoot at the target.

If a model is elevated, or on terrain that grants him perfect view of another model and is within range of it, it may add +2 to its ATK statistic; in order to see if this true, check on the line of sight from the attacking model to the targeted model.

03. Playing the Game

Now, we'll be going over gameplay and this should prove to be an easy learning experience for you and your opponent. This game caters to the very fact that gameplay should be quick, fun and exciting; this is why we have mixed things up to help you run games of anywhere from 50 to 300 points and soon let the destruction begin! Just remember to stick to these rules, and playing should be a breeze! Now, if I could

only get some Marines to head out and capture all those damn, whoops! I think I'm way too into it at this point.

In order to play the game, you'll need to follow the rules of a turn, and they are as follows (note that unlike most Miniatures Games, we have eliminated the commonly used "Activation Phase"):

One: Player 1 moves all of his or her models and attacks if attacks can be made on enemy models.

Two: Player 2 moves all of his or her models and attacks if attacks can be made on enemy models.

Three: The turn is now over and a new Round begins, following the 2 steps provided in the above section.

As you can see, "Activation" is not important, which why you'll be moving and attacking with all of your models during one whole turn, eliminating the constant dragging on of back and fourth activations.
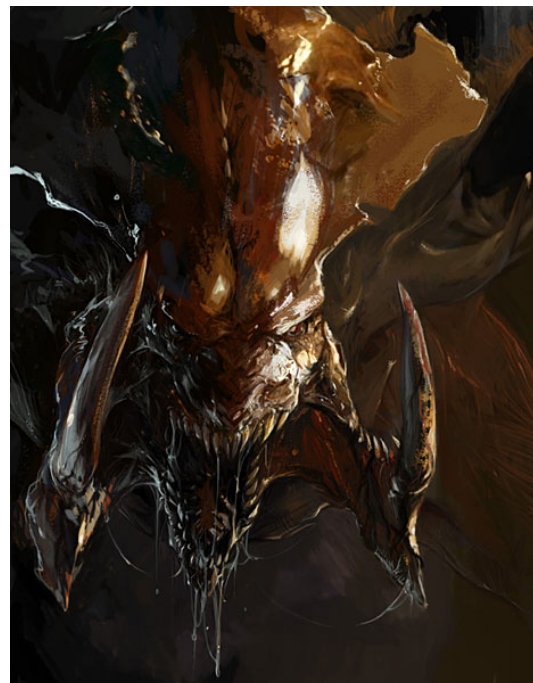
Please be aware of the following: When you move your model and attack, the model's turn is ended. You must remember this, because if you move a model and then move another, you can't go back and attack

with the previous model, because its turn has ended. Each model has his or her own turn to do things, so please make sure to pay attention to your forces and should combative chances arise, take advantage of them, or you'll be crying like a big baby when your Zealot kicks the bucket!

So, now you understand that play continues back and fourth until one army is totally wiped out!

04. Additional Information

We'll now go over additional information we think should go here, and why you ask? Well, that's because we got tired and decided to add it in the "late" section of this booklet. Anyhow, let us begin delving into the information you might think needs any clearing up, in order to avoid any coming confusion:

Always remember that in order to be in Close Combat Range, an attacking model must be within 1" of the targeted model.

Note, that when a model is making a Ranged Attack, that model must be within range to attack; to determine this, check the models Weapon Range. If it is in range, then it may attack (apply Cover Rules if necessary during gameplay).

Before you start a game with an opponent, talk over the amount of points you wish to play; for example, a game of 100 points would mean you build an army using the Army List and set it at exactly 100 points or just around that number.

One thing that should be important to remember is that you can only control one army during gameplay; this means that you can only have an army of Terran models, or only Zerg models and so on. In certain games can you apply at least 2 different armies to make a whole army; for example, 50 points of Protoss forces and 50 points of Terran forces to make an army of 100 points total and take into war against foes. This, however, must be worked out by the two players engaging in battle.

05. A Short Farewell

Well, that's the game, folks! I thank you from the bottom of my heart, and don't take any of these rules to heart, because if something in this game rubs you the wrong way, then change it up! This is just a game, after all, and the point is to have fun!

I would like to thank two people who changed my life when it comes to RPGing and Gaming: Jeff Moore and Liam Brennan. These two helped open the door for me and working with others to create games that bring good times and fun; thanks you guys for the inspiration and the awesome games you have created.

Thanks again to all of you, and enjoy the game!

06. The Starcraft Army Listing

Welcome to the guide that will aide in allowing you to pick several models and place them in your band, platoon or even large-sized army to take into battle against your foes of all kinds! Welcome, to the selective tool of the masses.

Please remember that when making selections, to go over the army with an opponent, as this ensures that both sides have come to an agreement on what is to be played, either scenario, army and so on. Please make sure to allow an opponent to see your army list, as this also shows that both sides will be playing fairly and will have fun while enjoying the thrill of battle.

The following information was gathered from the official Blizzard website.

About the Terrans

In the distant future, a small group of human exiles have been doomed to fight for survival on the edge of the galaxy. Through military strength, espionage, and deceit, a unified Terran government has maintained an uneasy peace, but as resources and fuel run short the Confederate nations find themselves looking towards the rich worlds of their alien neighbors, the enigmatic Protoss. To further complicate matters, it seems that a previously unknown species - the Zerg - have entered Protoss space and are destroying everything in their path. Either race will stop at nothing to insure the survival of their species. The time for war has come.

Terrans are masters of mobility and versatility. Using converted industrial vehicles and mobile bases, they move from world to world, pillaging as they go. Their military consists of both "resocialized" criminals and elite soldiers.

Strength, pride, discipline, and a love for freedom have enabled the Confederate Marine Corps and Colonial Fleet to defend Confederate interests along the Galactic Rim for more than two centuries. Marines come from all walks of life, but they are united in their devotion to the preservation of the Confederate way of life. The Corps

offers countless opportunities for young men and women to see the sector and gain valuable real world experience. Terran soldiers are taught and trained; they are shaped into efficient warriors who garner respect and admiration from their peers. The Corps can even help them work past criminal and/or anti-social tendencies through counseling, drug therapy, and neural resocialization.

About the Protoss

In stark contrast to the adaptive Terrans and feral Zerg are the stolid, conservative Protoss. With their highly advanced technology and potent psionic abilities, the Protoss have long considered themselves the most powerful species in the known galaxy. Although they are not a prolific people, they have learned to bolster the ranks of their military with robotic war machines and to combine their intrinsic psionic ability with technology, thus producing some of the most effective warriors ever known. If the Protoss have a weakness, though, it is their refusal to accept change. The tenets of their major religion, known as the Khala, form a rigid path and the Protoss are loathe to deviate from it for fear of once again falling into civil strife.

Although the Protoss were originally divided into several warring tribes, they were united by a single scholar/philosopher known as Khas, or "he who brings order". Having studied the archaic, forbidden teachings of his ancestors, this mystic unearthed ancient, monolithic artifacts known as the Khaydarin Crystals. The power contained within these crystals -- along with his teachings -- are

apparently responsible for the strengthening of the primordial, psychic link that all Protoss share. Khas also developed a strict religious, philosophical, and social structure christened the Khala. Under the Khala -- which translates roughly to Path of Ascension -- the Protoss have abandoned the crude tribal factions that led them into generations of vicious blood feuds and have instead created three castes: The Khalai (artisans and inventors), The Templar, (warriors and explorers) and The Judicator (administrators and leaders).

Terran dealings with the Protoss have been limited, restricting our knowledge of their language, abilities and equipment. What we do know is that they possess extremely advanced technology, including warp-gate manipulation, energy shield generation and the ability to power their buildings and units with a Psionic Matrix. It is only recently that significant progress has been made in learning more of their secretive society and science, and this has come at the cost of hundreds of Terran lives.

About the Zerg

Ironically, it was partially the fault of the Protoss that the Zerg were created in the first place. Disappointed by their failure on Aiur, the Xel'Naga left the planet and moved across the galaxy again in search of a world on which to conduct their experiments. This time around, they decided, they would concentrate on creating a species that manifested a purity of essence rather than a purity of form. They were more successful than they could have possibly hoped. Choosing a barren ash world named Zerus, the Xel'Naga began to manipulate a small worm-like species that had no real way of interacting physically with the world around it. With the help of the Xel'Naga, the Zerg (which means "those born of Zerus") learned to burrow into the flesh of other animals that

were able to survive the harsh conditions on Zerus.

As the Zerg evolved, they learned to symbiotically bond with their hosts and control their actions as well. As the Zerg began to "possess" more and more host creatures, the Xel'Naga noticed something extraordinary. The Zerg were incorporating parts of their hosts' genetic strains and processes into their own DNA codes. With every new generation, the Zerg were changing, borrowing bits and pieces of the creatures they had used to feed. The Xel'Naga also realized that the Zerg were capable of supercharging the evolutionary process so that latent abilities and talents possessed by the hosts could be assimilated by the Zerg in just a few short generations. Made even more powerful by the fact that they instinctively attempted to infest the most intelligent, most evolved races around them, the Zerg began to shape their own bodies with the new genetic strains they had stolen into frightening and formidable new forms - forms that were designed to survive.

The Xel'Naga, remembering that the individualism of the Protoss had been their fatal flaw, decided to give the Zerg what would be their final gift - a collective consciousness. With the creation of this Overmind, the Zerg began to assimilate in a less haphazard way. Once they had consumed a handful of space-faring races, the real problems began.

Just as the Xel'Naga were congratulating themselves on a job well done - they had created a species with an unbelievable purity of essence - the Zerg were realizing the existence of an extremely powerful race with many useful genetic traits: the Xel'Naga. The Overmind quickly launched its new space-capable swarms at the Xel'Naga who were taken completely by surprise. By destroying this godlike race, the Overmind also gained knowledge of the only thing that could stop them - the Protoss.

Into the Selections

Be aware of the points and such when selecting your forces and armies.

1A. Terran Barracks Selections

Marine Commander

CST	ATK	DEF	DMG	HP
22	+9	16	20	60

Special Abilities:

Melee / Range Combat: This model may attack in both Melee and Ranged situations during its controller's turn.

Gauss Rifle: Whenever this model attacks, he may make a second attack against the same target.

Marine

CST	ATK	DEF	DMG	HP
20	+8	15	10	40

Special Abilities:

Melee / Range Combat: This model may attack in both Melee and Ranged situations during its controller's turn.

Gauss Rifle: Whenever this model attacks, he may make a second attack against the same target.

Firebat Commander

CST	ATK	DEF	DMG	HP
23	+9	16	20	50

Special Abilities:

Melee / Range Combat: This model may attack in both Melee and Ranged situations during its controller's turn.

Perdition Flame Thrower: Whenever this model attacks, he may make a second attack against any other target.

Firebat

CST	ATK	DEF	DMG	HP
18	+7	14	10	30

Special Abilities:

Melee / Range Combat: This model may attack in both Melee and Ranged situations during its controller's turn.

Perdition Flame Thrower: Whenever this model attacks, he may make a second attack against any other target.

Ghost

CST	ATK	DEF	DMG	HP
33	+9	16	20	60

Special Abilities:

Melee / Range Combat: This model may attack in both Melee and Ranged situations during its controller's turn.

Sensor Suit: This model gains +8 when in cover instead of +4.

C-10 Canister Rifle: Whenever this model attacks, he may make an attack against any other 2 targets.

2A. Terran Factory Selections

Vulture Hover Cycle

CST	ATK	DEF	DMG	HP
21	+8	14	20	60

Special Abilities:

Melee / Range Combat: This model may attack in both Melee and Ranged situations during its controller's turn.

Anti-Personnel Grenade Launcher: On this model's turn, it can make 2 extra attacks instead of moving.

Vehicle: This model can move 10" instead of the regular 6" of movement.

Arclite Siege Tank

CST	ATK	DEF	DMG	HP
47	+12	18	30	100

Special Abilities:

Melee / Range Combat: This model may attack in both Melee and Ranged situations during its controller's turn.

Mjolnir Artillery Cannon: Can move both before and after attacking.

Vehicle: This model can move 10" instead of the regular 6" of movement.

Goliath Combat Walker

CST	ATK	DEF	DMG	HP
30	+8	17	20	80

Special Abilities:

Melee / Range Combat: This model may attack in both Melee and Ranged situations during its controller's turn.

Anti-Armor 20MM Auto-Cannon: When this model attacks, it may make a second attack using its second weapon.

Hellfire Missile: When an enemy model is hit by this weapon, the targeted model's controller must roll a save of 11 or better; if the opponent fails, this model deals its damage doubled.

1B. Protoss Ground Selections

Zealot Leader
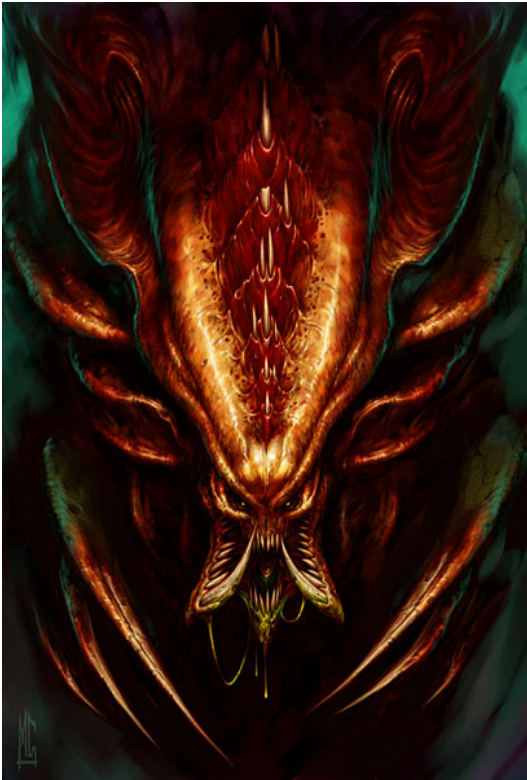
CST	ATK	DEF	DMG	HP
24	+8	16	20	40

Special Abilities:

Melee Combat: This model may only make Melee Attacks against enemies in Melee Range during its controller's turn.

Energy Blades: On this model's turn it can make 1 extra attack instead of moving.

Zealot

CST	ATK	DEF	DMG	HP
21	+6	14	10	40

Special Abilities:

Melee Combat: This model may only make Melee Attacks against enemies in Melee Range during its controller's turn.

Energy Blades: On this model's turn it can make 1 extra attack instead of moving.

Dragoon

CST	ATK	DEF	DMG	HP
18	+7	15	10	50

Special Abilities:

Melee / Range Combat: This model may attack in both Melee and Ranged situations during its controller's turn.

Anti-Particle Bolt Thrower: Whenever this model attacks, he may make a second attack against the same target.

Dark Templar

CST	ATK	DEF	DMG	HP
23	+8	19	20	80

Special Abilities:

Melee Combat: This model may only make Melee Attacks against enemies in Melee Range during its controller's turn.

Modified Psi-Blade: +4 to Attack and +10 to Damage against Zerg models.

3B. Protoss Robotic Selections

Reaver

CST	ATK	DEF	DMG	HP
27	+10	18	10	70

Special Abilities:

Melee Combat: This model may only make Melee Attacks against enemies in Melee Range during its controller's turn.

1C. Zerg Hatchery Selections

Drone

CST	ATK	DEF	DMG	HP
14	+7	13	10	20

Special Abilities:

Melee Combat: This model may only make Melee Attacks against enemies in Melee Range during its controller's turn.

Burrow Ability: On a roll of 11 or better, this model burrows (you measure anywhere up to 12" and if the roll was successful, you move to the model to the selected area without any movement penalties).

Zergling

CST	ATK	DEF	DMG	HP
18	+8	16	20	20

Special Abilities:

Melee Combat: This model may only make Melee Attacks against enemies in Melee Range during its controller's turn.
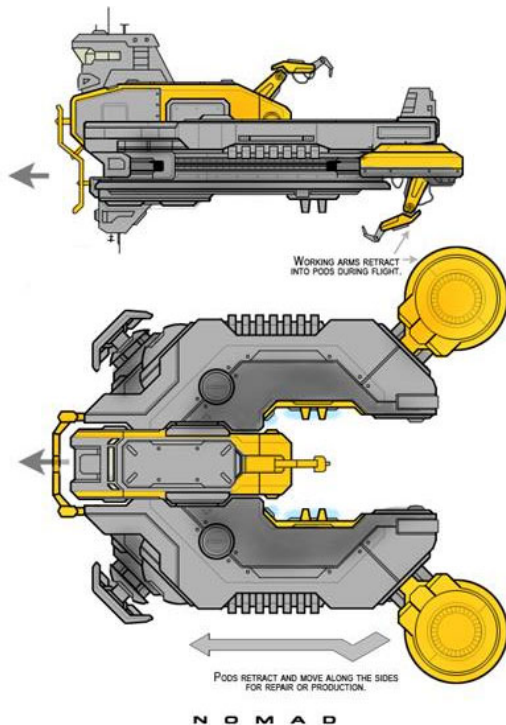
Razor-Edged Forearms: Whenever this model attacks, he may make a second attack against the same target.

Burrow Ability: On a roll of 11 or better, this model burrows (you measure anywhere up to 12" and if the roll was successful, you move to the model to the selected area without any movement penalties).

Hydralisk

CST	ATK	DEF	DMG	HP
25	+10	17	20	80

Special Abilities:

Melee Combat: This model may only make Melee Attacks against enemies in Melee Range during its controller's turn.

Spine Projectiles: 30 Damage dealt to all models within 6". All models make a Save Roll of 11+ (replaces attacks).

2C. Zerg Lair Selections

Mutalisk

CST	ATK	DEF	DMG	HP
24	+8	18	20	80

Special Abilities:

Melee / Range Combat: This model may attack in both Melee and Ranged situations during its controller's turn.

Glaive Wurm: Whenever this model attacks, he may make a second attack against the same target.

Flight: This model ignored terrain of any kind and moves without penalty.

Queen

CST	ATK	DEF	DMG	HP
52	+8	18	20	110

Special Abilities:

Melee / Range Combat: This model may attack in both Melee and Ranged situations during its controller's turn.

Quadruple Hit: On this model's turn, it can make 3 extra attacks instead of moving.

Flight: This model ignored terrain of any kind and moves without penalty.

3C. Zerg Hive Units

Ultralisk

CST	ATK	DEF	DMG	HP
46	+8	16	20	120

Special Abilities:

Melee Combat: This model may only make Melee Attacks against enemies in Melee Range during its controller's turn.

Mandibles: Whenever this model attacks, he may make an attack against any other 2 targets.

Trample: This model can move 8" instead of the regular 6" of movement.

1D. Starcraft Armory

Welcome to the armory, and this is where you'll find the weapons your models are carrying and this will tell you the weapon's range so that you'll know if you can hit an enemy model during combat.

If you see a weapon state "Ranged Weapon", it can be used in both Ranged and Close Combat. Melee Weapons can only be used in Close Combat (you must be within 1" of an enemy model to engage in a Melee fight during gameplay).

WORKING ARMS RETRACT
INTO PODS DURING FLIGHT.

PODS RETRACT AND MOVE ALONG THE SIDES
FOR REPAIR OR PRODUCTION.

N O M A D

Terran Weaponry

Gauss Rifle: This weapon is a very powerful rifle, able to rip through the flesh of enemies with a tremendous thud.

Weapon Range: 24" / Ranged Weapon

Perdition Flame Thrower: Firebats carry these specially-made weapons meant to utterly destroy the bodies of many.

Weapon Range: 12" / Ranged Weapon

C-10 Canister Rifle: A powerful sniper-styled weapon used to snipe off foes from a long distance.

Weapon Range: 36" / Ranged Weapon

Anti-Personnel Grenade Launcher: A heavy weapon, both powerful and a standard to all Vulture Cycles.

Weapon Range: 24" / Ranged Weapon

Mjolnir Artillery Cannon: Only carried by tanks, and for a reason; these are strong shells that can dismember entire units.

Weapon Range: 36" / Ranged Weapon

Anti-Armor 20MM Auto-Cannon: One of two Goliath weapons, this by far one of the strongest made systems in the Terran Federation of all time.

Weapon Range: 24" / Ranged Weapon

Hellfire Missile: Another weapon made to rip apart soldiers of all kinds, this is something many should fear.

Weapon Range: 24" / Ranged Weapon

Protoss Weaponry

Energy Blades: A standard to the Zealot, these blades can tear even through tanks.

Weapon Range: Melee / Melee Weapon

Anti-Particle Bolt Thrower: A heavy weapon capable of ripping heads off men.

Weapon Range: 24" / Ranged Weapon

Modified Psi-Blade: A strong and mighty blade powerful enough to crush the skull of an enemy Zerg.

Weapon Range: Melee / Melee Weapon

Zerg Weaponry

Razor-Edged Forearms: These are massively large razor-edged forearms shaped in a bone-like surface.

Weapon Range: Melee / Melee Weapon

Spine Projectiles: Many little spores that shoot out from underneath a carapace armor that shreds into the skin of all foes.

Weapon Range: 6" / Ranged Weapon

Glaive Wurm: A horridly grotesque weapon that burns into the skin of enemies and slowly rots them from the inside out.

Weapon Range: 24" / Ranged Weapon

Mandibles: These husk-like weapons, mounted into the skin of this brood, they are powerful enough to tear men apart.

Weapon Range: Melee / Melee Weapon

07. Darkness Descends

Well, this book was a blast, and we hope that you enjoy playing it as much as we enjoyed creating it for all of you! Always remember to have fun while gaming, and never forget that battles shall rage in space and nothing will save you from either total glory and victory, or miserable defeat.

Now, we'll be offering new books to continue this game, like a Scenario Booklet, an updated collection of Army Books, where it'll get even better as time goes on.

Many thanks go out to those of you who have supported me, Sean Daniels and many other fine folks here with us at Hellstorm Studios, Inc. In the near future, also, we'll be releasing a few other games systems, like a game based on Warhammer 40,000 by Games Workshop, which will be using a similar system to Dungeon Squad by the ever-so-talented Jason Morningstar. Another great game, will be a Starcraft RPG, based on a newly created d20 system, created by us here at Hellstorm Studios, Inc. Now, go, play the game, and enjoy.

Neuicon and Sean Daniels wanna thank all of you for playing the game.

Model Cards: Keep These Cards to Remember Models in Armies

Print several copies of this page and insert information based on the models you'll be using.

Model Name	Model Name	Model Name

CST	ATK	DEF	DMG	HP

Special Abilities:

Melee, Range or Both:

Weapon and Range:

CST	ATK	DEF	DMG	HP

Special Abilities:

Melee, Range or Both:

Weapon and Range:

CST	ATK	DEF	DMG	HP

Special Abilities:

Melee, Range or Both:

Weapon and Range:

Model Name	Model Name	Model Name

CST	ATK	DEF	DMG	HP

Special Abilities:

Melee, Range or Both:

Weapon and Range:

CST	ATK	DEF	DMG	HP

Special Abilities:

Melee, Range or Both:

Weapon and Range:

CST	ATK	DEF	DMG	HP

Special Abilities:

Melee, Range or Both:

Weapon and Range: