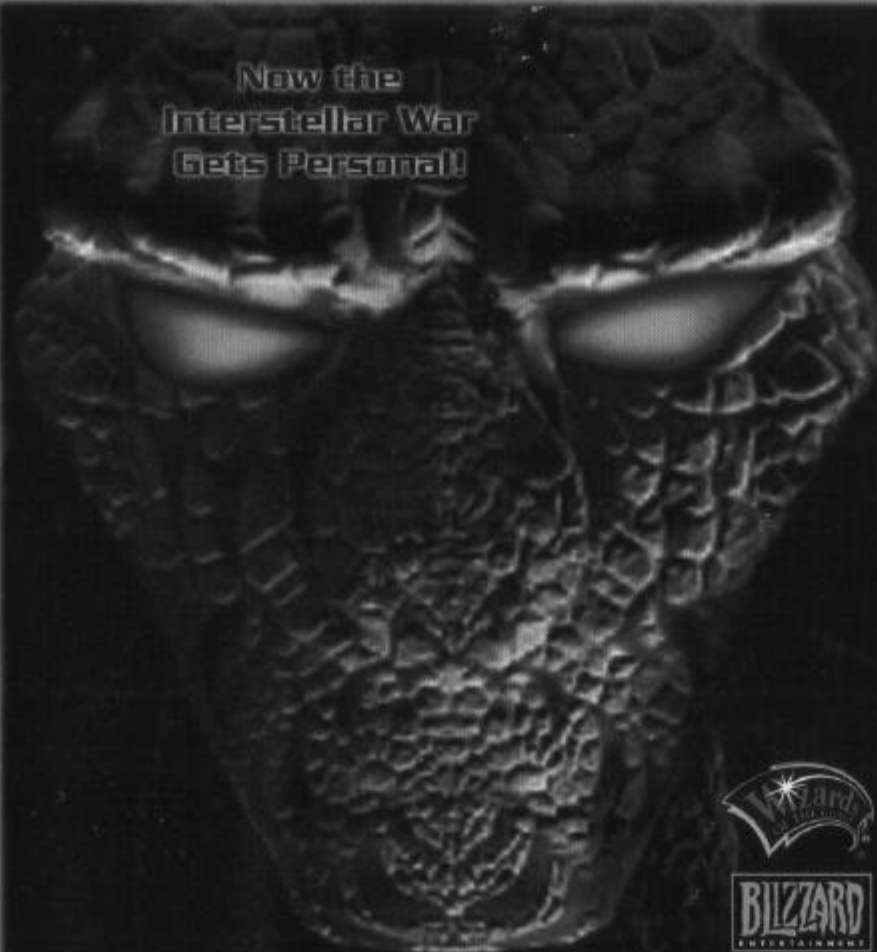


ALTERNITY[®]

SCIENCE FICTION ADVENTURE GAME

Now the
Interstellar War
Gets Personal!



STARCRAFT[™]
EDITION

Rules Book

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Based on the original ALTERNITY® science fiction game by Bill Slavicsek and Richard Baker

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The Marine unloaded round after round from his Impaler rifle . . . cutting apart dozens of Zerglings as the horde advanced. There were hundreds of the ravenous creatures, however, and the Marine's ammo was slowly being depleted.

"Where are they?" the Ghost demanded. "We called for pick up nearly fifteen minutes ago!"

"Easy, Terran," the Protoss High Templar cautioned, unleashing another volley of psionic bolts into the nearest Zerglings. "We must remain patient. If we give in to our fears, we will be destroyed."

"Screw that," the Marine exclaimed, slapping another ammo pack into his Impaler. "I'll show you patience! Eat spikes, bug breath, and be afraid!"

"Yes," the High Templar said, hitting the Zerglings with a psionic storm, "slaughtering our enemies is another way to approach the situation. . . ."

Alternity® and Starcraft®!

You've played the exciting computer game. Now get ready to play the adventure game! We've set this version of the ALTERNITY Science Fiction game in the universe of STARCRAFT. It features the heroes and aliens from the computer game and translates them so you can experience the excitement and fun of playing without your computer.

The ALTERNITY game is a game of "Make-Believe" with rules that let you play new adventures in the STARCRAFT universe. You and your friends take on the roles of brave soldiers and strange aliens in a war-torn future. All you need is this game, some friends, and your imagination.

How Do We Play?

The ALTERNITY Science Fiction Game has something that no computer game can match. It has a Gamemaster—a living, breathing, highly imaginative, wickedly creative master storyteller who can react to any situation and improvise solutions on the spot.

There's no one more important to the ALTERNITY game than the Gamemaster. If you're reading this, then you get to take on this essential and exciting role. The GM does everything that the AI does in computer RPGs, plus a whole lot more. You're the director, the narrator, and the special-effects studio wrapped up in one person.

The GM runs the missions, referees the action, and portrays all of the aliens and characters the heroes meet over the course of their adventures. The GM runs the universe, and everything in it does the GM's bidding. That's how the GM plays the game.

The other players control the heroes, mighty characters who influence the galaxy with every action they take. The players must work together so that their characters can overcome hazards, solve puzzles, and otherwise work through each unfolding adventure. The players tell the GM what their characters do in situations the GM presents. If the heroes survive a particular adventure, the players win the game.

Overview

One to five people, plus the Gamemaster, can play this game. You and your friends get together to create a STARCRAFT story. The GM begins with the Skirmish Scenario presented in this book. It helps give everyone a taste of how the game plays. Then, go on to the scenarios presented in the *Adventures Book*. An adventure scenario provides a basic plot; how the story develops is up to the GM and the actions of the players' characters.

The other players each select a *Hero Folder*. The *Hero Folders* present eight different characters from the STARCRAFT universe—including Terrans, Protoss, and Zerg heroes. These are ready-to-play characters, complete with game statistics, weapons and defenses, and other equipment. Players can customize their characters, as described in each *Hero Folder*.

During a game session, the heroes are the players' interface to the world of STARCRAFT. The GM describes what these characters see and hear as they explore Zerg Hives and Protoss Citadels; then the players describe how the heroes react to each situation.

It's kind of like acting, except everything happens around the gaming table. The players don't have to stand up and deliver lines or perform stunts. The GM just reads parts of the *Adventures Book* out loud, improvises added detail as desired, then lets the players describe what their characters are doing. When the outcome of an action isn't obvious (like when a hero attacks an opponent), everybody rolls some dice.

This give-and-take, this interaction, is at the heart of every adventure. How does an adventure end? That's the best part about an ALTERNITY game—nobody knows how it's going to end until you reach the climax of the story!

A Game Session

Before we start explaining the rules, let's take a few moments to draw a mental picture of what an ALTERNITY game session is like. Let's pretend it's next weekend. You've already read through the *Rules Book* and the *Skirmish Scenario*, so you're ready to be the GM. You've invited a few friends to come over to play. What happens next?

First, make sure you have a good supply of beverages and snacks.

This is a social game, and people like to eat and drink when they're being social. It's perfectly okay to ask your friends to contribute to the game-session snack stash.

Then, find a comfortable place with a flat surface to roll dice on. Any table works nicely. You sit at the head of the table with the GM screen in front of you and the *Rules Book* and *Adventures Book* set behind the screen so the players can't see them. Place the dice and the *Hero Folders* in the center of the table, where everyone can reach them, along with plenty of pencils and paper.

When your friends show up, give them a few moments to look over the *Hero Folders* and select characters. The players can speak "in character" ("I attack the Zergling")

or refer to their heroes in the third person ("The Marine attacks the Zergling"). You should use different voices and sound effects when you run the opponents.

Winning

You don't win this game by beating the other players. Instead, each adventure has its own victory conditions. Sometimes survival is the only key to victory. Other times, the heroes have a particular mission to accomplish. As long as everyone has fun and the group tells an exciting story, everyone wins.

Individual players win when their heroes defeat foes, gain wealth, fame, and achievement points, and increase their personal power and reputations.

That's what's great about the ALTERNITY game—each adventure is just one tale in the continuing saga of the hero characters. Each hero develops over time, getting better and better from one adventure to the next. Sure, you can have a great time just playing once. But the real excitement comes from watching the heroes improve and grow.



d20



d12



d8



d6



d4

Dice

There are five dice in this game. Each die is a different shape and has a different number of sides.

These dice help determine the outcome of actions in the game. If a player wants his or her character to try something (make an attack, use a skill, etc.), the dice are used whenever the outcome isn't a sure thing.

The Hero Folders

Each *Hero Folder* features a different character and includes that character's background, ability scores, and equipment, and a selection of skills. There are also game-play reminders for the players and brief explanations of the skills.

Playing the Game

The ALTERNITY *Adventure Game* has one primary rule: Have fun! If everyone has a good time, then you've done everything right.

With that in mind, consider the following information as a series of guidelines. These guidelines present a simple way to figure out what happens in any given situation. If something happens that isn't covered by the rules, the GM decides what to do.

The foundation of the ALTERNITY game is simple. Every character has three types of key game statistics: *ability scores*, *skill scores*, and an *action check score*. A player must roll a number that is equal to or less than the hero's appropriate score to succeed. A roll that's greater than the score indicates a failure.

Ability Scores

All characters have six ability scores, representing physical and mental attributes. Ability scores for Terran characters range from a low of 4 to a maximum of 14. An average score is 9. Some aliens exceed the maximum score in some abilities.

The six abilities are Strength, Dexterity, Constitution, Intelligence, Will, and Personality.

Skill Scores

All characters have skills. These reflect training and experience in specific areas. There are two types of skills: *broad skills* and *specialty skills*.

A **broad skill** represents general knowledge in a certain field.

A **specialty skill** represents specific knowledge and training in a subset of that field.

For example, Unarmed Attack is a broad skill, and *brawl* is a specialty skill within that broad knowledge base.

Skills are related to abilities. A skill score is determined by adding the related ability score to the number of ranks a particular skill has.

Brawl, for example, is a Strength skill. So, a hero with a Strength of 10 and 2 ranks of *brawl* has a *brawl* skill score of 12 ($10+2=12$).

Note that broad skills don't have ranks, so the score for a broad skill is the same as the ability score it is related to. In this case, the hero's Unarmed Attack skill score is 10 (the same as her Strength ability score).

Action Check Scores

All characters have action check scores. These are used to determine the order in which characters may act in an action round. Every round is divided into four phases, which occur in this order: Amazing, Good, Ordinary, and Marginal. Heroes roll a d20 (20-sided die) and compare the result to their action check score to determine which phase they get to act in.

Characters controlled by the Gamemaster don't roll. The phase they can act in is listed in their entries. For example, a GM character (such as a hostile Zergling) with an Ordinary action check always acts in the Ordinary phase of a round.



Rolling Dice

The ALTERNITY game uses two kinds of dice: a *control die* and various *situation dice*. Whenever dice are rolled, one of them must be a control die. Sometimes you also roll one situation die. The result of the roll determines if an action succeeds or fails.

The **control die** is always a 20-sided die (d20).

The **situation die** can be any one of the following dice: a 4-sided die (d4), a 6-sided die (d6), an 8-sided die (d8), or a 12-sided die (d12).

The situation die is either *added to* or *subtracted from* the control die. You're always looking to get as low a result on the two dice as possible—the lower the roll, the better the success. Low rolls are good in the ALTERNITY game.

The Most Important Rule

Not every action requires a dice roll! The GM only calls for dice rolls in dramatic situations, when the outcome of an action isn't a sure thing, or when the GM needs to judge an action's degree of success.

For example, if a player declares that her hero crosses a moving sidewalk, no dice rolls are necessary. There's nothing particularly difficult or dramatic about this situation. If the hero wants to cross through a swarm of ravenous Zerglings, then the situation has suddenly become dramatic, and dice should be rolled.

So, when a hero attempts something he's got a high degree of expertise in, don't call for dice rolls unless there's an added complication. A pilot shouldn't need to make a skill check to handle a normal space flight. But flying through an uncharted asteroid field adds drama and uncertainty, so dice rolls should be applied.

Situation Die Steps

How do you know if you should add the situation die roll to the control die roll or subtract it? What type of situation die should you roll? Those questions are related, so we'll answer them together.

Doing something of average difficulty doesn't require a situation die—just roll the control die (the d20) to see if the action succeeds.

Add the result of a situation die to the control die if a character tries something that is more challenging than normal.

Subtract the result of a situation die from the control die if a task is easier than average.

Note: Only use a situation die with skill checks, not with action checks. Action checks just use the control die.

The smallest situation die you can use is a d4. To make a skill check for a task that is challenging (slightly harder than average), roll a d20 and a d4 and add the results. This is referred to as making the check with a "+1 step penalty." For something not too tough (slightly easier than average), roll a d20 and a d4, subtracting the d4 result from the d20 result. This is a "-1 step bonus."

Remember, low rolls are good in the ALTERNITY game—you're trying to get a result that's equal to or less than the skill score of the character performing the action. Obviously, the chance of getting that desired low result is better if you subtract the situation die from the control die.

Deciding which situation die to use is almost always under the GM's control. (Sometimes an adventure may call for a particular situation die due to the nature of the scene. In those cases, you'll see a notation like "+1 step penalty" or "-2 step bonus.") Using the table below as a guide, the GM determines the difficulty of a task and assigns the appropriate situation die. For example, firing a weapon to hit an exposed target at short range is a task of average difficulty—just roll the control die. Firing at a target that's behind medium cover calls for a +2 step penalty.

The situation die gives the GM a powerful tool for running the game. You're free to assign step bonuses if a hero is using superior equipment or is taking his time and being especially careful. Conversely, you can apply step penalties if the hero is rushing, has no equipment, or is attempting something in dangerous conditions. Or you can just stick with the control die and let the chips fall where they may.

Situation Die Table

Situation Description	No. of Steps	Situation Die Type
Impossible	+4 steps	+d12
Nearly impossible	+3 steps	+d8
Very hard	+2 steps	+d6
Challenging	+1 step	+d4
Average	None	None
Not too tough	-1 step	-d4
Really easy	-2 steps	-d6
No sweat	-3 steps	-d8
A sure thing	-4 steps	-d12

Now let's try a practice game to see how this works.

Skirmish Scenario

Combat, from dangerous blaster shoot-outs to spectacular martial-arts free-for-alls, is a staple of science fiction adventures. As such, combat is an important part of the ALTERNITY game.

Take a look at the *Hero Folder* for Dennis Wiker. We'll use this hero to explain how a character attacks and defends in the ALTERNITY game.

Getting Started

The Gamemaster controls all of the evil aliens that the other players' heroes must defeat in this Skirmish Scenario. If you haven't selected a Gamemaster yet, do so now.

The other players control the heroes. They cooperate with each other to beat the evil aliens controlled by the GM. Each player selects one of the *Hero Folders*. These are the players' characters for this scene.

The GM doesn't get a *Hero Folder*. He or she gets to control the scenario and run the evil aliens that challenge the heroes.

The Action Round

This Skirmish Scenario is an example of a combat scene. All combat scenes are divided into action rounds. Every character, whether controlled by a player or the GM, can perform one action in a round.

An action round consists of four phases that occur in this order: Amazing, Good, Ordinary, and Marginal. Everything that happens in one phase is resolved before the next phase begins. So, a character who gets knocked out in the Good phase can't perform an action in the Ordinary or Marginal phase.

Action Round Sequence

1. Roll Action Checks
2. Amazing Phase
 - a. Heroes Act
 - b. GM Characters Act
3. Good Phase
 - a. Heroes Act
 - b. GM Characters Act
4. Ordinary Phase
 - a. Heroes Act
 - b. GM Characters Act
5. Marginal Phase
 - a. Heroes Act
 - b. GM Characters Act
6. New Round: Repeat steps 1-5, go on to new rounds as needed

Action Checks

At the beginning of every action round, the players roll action checks for their heroes. Each player rolls a d20 and compares the result to the action check score listed on the *Hero Folder*.

For example, on Wiker's *Hero Folder* you see that if Wiker's player rolls a 3 or less, Wiker can act in the Amazing phase.

The GM's action check doesn't require a die roll. The GM just checks the entry of the GM character to see which phase the character acts in.

The Gamemaster announces each phase in order, asking the players if any heroes can act in the phase. Then the GM characters act in the phase, if it matches the one listed in the entry. After the actions are resolved, the GM announces the next phase.

Actions

A hero can attempt to perform one action in a round. For this Skirmish Scenario, the actions available to a hero are Attack, Run, Dodge, and Recover. The chosen action may take place in the phase indicated by the hero's action check, or the hero's player can decide to hold the action until any later phase in the round.

For GM characters, the only difference is that instead of rolling an action check, the GM characters act in the phase indicated in their entries.

Attack

There are three types of attacks a character can use: Unarmed, Melee, and Ranged. A character can walk and attack as a single action in a phase.

Unarmed Attacks include *brawling* and *martial arts* attacks. The character must be adjacent to the target (within 2 meters) to make an Unarmed Attack.

Melee Attacks include attacks made with clubs, knives, and other handheld weapons. The character must be armed with a weapon and adjacent to the target (within 2 meters) to make a Melee Attack.

Ranged Attacks include attacks made with firearms, energy weapons, and any other distance attacks. The character must be armed with a ranged weapon and able to see the target to make a Ranged Attack.

Refer to the attack information on each *Hero Folder*. It shows the attacks available to the hero, the attack skill score, and the amount of damage inflicted with a successful use of the skill. If Wiker's player puts 2 ranks in the *rifle* specialty skill, Wiker's attack information would look like this:

Gauss Rifle	A	G	O	F
Skill Score	1-3	4-6	7-13	14+
Damage	2d6+3w	d6+3w	d6+1w	Miss!

To make an attack, roll a d20 (the control die) and compare the result to the character's skill score. If the number is equal to or less than the skill score, the attack is successful and the target gets hit. The lower the result, the better the attack. For example, if Wiker's player rolls 3 or less, then Wiker makes an Amazing attack. If Wiker's player rolls 14 or greater, the attack fails and the rifle shot misses its target.

If the attack succeeds, then you roll the appropriate damage (as indicated). Damage is expressed as a die to roll, followed by either an "s" (stun damage) or a "w" (wound damage). We'll explain damage more fully in just a moment.

Run

Instead of making an attack, the GM or a player can decide to have a character run away. A character can run away, but that's all that character can do in the round.

Dodge

A character can dodge as an action in a phase. When a character dodges, that's all the character does, but it's harder to attack that character for the rest of the round. (A hero who dodges in the Good phase receives the dodge benefit in the Good, Ordinary, and Marginal phases of the round.)



Anyone attacking a dodging character does so with a +2 step penalty. This means that instead of rolling just the control die (the d20) to make an attack, the player or GM must also roll a d6 situation die. Because this is a penalty, the result of the d6 is added to the result of the d20.

Dodging makes it harder to roll a low result, but it won't be impossible. A lucky roll can still hurt a dodging character.

Recover

This is a special action available to characters who are unconscious. We'll discuss this action in the Damage section that follows.

Damage

When an attack roll succeeds, the target suffers damage. There are two types of damage in the *ALTERNITY Adventure Game*: stun and wound. Each hero has a number of stun and wound points as shown on the *Hero Folder*. These represent how much damage that character can sustain before falling unconscious or being killed.

Stun damage isn't serious, but it can pile up quickly as a character gets battered, bruised, and fatigued. When a character runs out of stun points, he's knocked unconscious. Any additional stun damage received after a character runs out of stun points is marked off the character's wound points.

Wound damage represents serious, lasting damage. When all of a character's wound points are gone, that character dies.

Referring to Wiker's *Hero Folder* again, if Wiker's player rolled an Amazing success when attacking with Wiker's gauss rifle, the damage would be "2d6+3w." This means the player rolls a 6-sided die twice and adds 3 to the numbers rolled. This result is the number of wound points inflicted on the target.

Armor

Fortunately, most characters wear some kind of armor to help protect them from damage. When an armor-clad character is hit by a successful attack, the character's player gets to make an armor check to block some or all of the damage.

For example, Wiker wears a durable suit of powered armor. It has a defense rating of d6. This indicates that it can block 1 to 6 points of damage. If Wiker is pegged for 7 wounds and rolls a 4 for his armor check, then you only mark off 3 wounds for that attack—only the damage not stopped by the armor is inflicted on the character.

Recovery

If a character loses all of her stun points, she falls unconscious. The only action an unconscious character can attempt is a recover action. When a character makes a recover action, the player rolls a d20 and compares the result to the character's Stamina or Stamina-endurance score. If the check succeeds, the character regains a number of stun points, as shown below:

Ordinary success, regain 1 stun point; Good success, regain 2 stun points; Amazing success, regain 3 stun points. On any success, the character regains consciousness.

Practice Combat

Now that you've learned how characters attack and defend themselves in a combat round, let's play the Skirmish Scenario to test out the rules.

Setup

The heroes begin the scenario defending a colony from a Zerg infestation force. Their mission is to defeat the enemy forces and thereby protect the civilians hiding in the colony bunkhouse.

Start

Make sure every player has selected a *Hero Folder*. Point out the hero's Attacks, Durability, Action Checks, and Defenses. That's all they need to use in this Skirmish Scenario. You (the GM) get to control the Zerglings. When everyone is ready to begin, read the following out loud to the players:

The battle to defend the colony has been long and arduous, but it all comes down to this: Can you stop the last Zerg advance and keep the remaining colonists safe? You take up positions in front of the main bunkhouse. A swarm of Zerglings is coming over the hill. What are you going to do?



Ask each player to make an action check and note the result. (Remember, they each roll a d20 and compare the result to their hero's action check scores.) Then the first round of this combat scene begins!

In the Amazing phase of the round, heroes whose players rolled Amazing action checks may act. Let each hero who can act declare an action and resolve that action. (Remember, actions that can be used in this Skirmish Scenario are attack, run, dodge, and recover—though no one will need to use this last action just yet).

In the Good phase of the round, heroes whose players rolled Good action checks may act.

In the Ordinary phase of the round, heroes whose players rolled Ordinary action checks may act. The Zerglings also act in this phase, after the heroes.

Finally, **in the Marginal phase** of the round, heroes whose players rolled Marginal checks may act. This ends the first round of combat.

The second round of combat starts with the GM calling for action checks and following the sequence outlined above.

Continue playing through rounds until the heroes defeat all the Zerglings, or the Zerglings defeat all the heroes.

How Many Zerglings?

That depends on the number of heroes in the game. Here are some guidelines for a fair fight, but you can make the combat harder or easier by placing more or fewer Zerglings in the attack swarm.

1-2 Heroes: 4 Zerglings

3-4 Heroes: 6 Zerglings

5-6 Heroes: 9 Zerglings

7-8 Heroes: 12 Zerglings

What Do the Zerglings Do?

You decide what the Zerglings do every round. You should have them run and dodge in the first round to get closer to the heroes, since they have to be up close to use their claw attacks. Any time an alien is close enough to make an attack, it should do so. But you can decide the best way for them to act. Just remember to play them with the cunning of a predator and the ferocity of a wild, dangerous beast.

Zerglings

See page 48 of this book for more details, but here's what you need to run the Zerglings for this skirmish.

Action Check	Ordinary			
Claws	A	G	O	F
Skill Score	1-2	3-5	6-10	11+
Damage	d4+2w	d4+1w	d4w	Miss!
Defenses	+1 step penalty to attacker due to speed			
Durability	Stun 9, Wound 9			

Running Adventures

Playing the ALTERNITY game is a lot like developing a story line for a novel or movie. The major difference is that there's plenty of room for improvisation and no one, not even the Gamemaster, is really certain how everything is going to come out in the end.

Every game revolves around what the heroes do. Something happens as a result of the heroes' actions, or the heroes take some sort of action in response to something the Gamemaster decides. Either way, heroes can do lots of things.

Doing Things

An ALTERNITY adventure begins with the Gamemaster describing a scene or a situation, like the read-aloud from the Skirmish Scenario. When you get to the question—"What do you do?"—then it's time for the players to decide what their heroes are going to do in response to the scene you've set before them.

Anticipation hangs in the air as the players figure out a course of action. It's their turn to influence the story. How do players answer your question? The quick response is: Any way they want to. A hero can do almost anything that makes sense for the character and that the player can imagine. Depending on the situation, a player might have his or her hero talk, move, use a skill, operate a piece of equipment, or do anything else that seems appropriate at the time.

When the players answer the question, they can either narrate the action or act it out. When a player narrates, she approaches her hero with some detachment: "My hero pulls out his gauss pistol and starts blasting the Zerglings," for example. When a player acts out a scene, she speaks as her hero speaks: "I pull out my gauss pistol and start blasting the Zerglings."

Either style works. Let the players use the style that makes them the most comfortable and leads to the most fun for everyone involved.

The GM at Play

Once the players have gathered and it's time to begin the adventure, the Gamemaster and players have two very different roles. The players get to portray the heroes of the adventure. The Gamemaster is the narrator of the adventure. The GM knows everything that's going on and must make sure that the players learn the things their heroes are aware of. If the players don't understand the environment surrounding their heroes, they won't be able to make wise decisions about what to do next.

In addition to being informative, however, the GM must also be entertaining. When the players try to get information from a tight-lipped spy, the Gamemaster should be gruff and difficult, just as that character would be. While the players are able to focus all their attention on their

own heroes, the Gamemaster gives life to all the GM characters in the game.

The Gamemaster also acts as a referee. You need to know how the game works. If the players try to do something the rules don't cover, you have to come up with a fair way to determine if the heroes succeed.

Be fair. If the players attempt something that has a good chance of success, you need to give it that chance. By being fair, the GM earns the respect of the players and contributes to everyone's fun.

Another aspect of fairness the Gamemaster must keep in mind is the special knowledge from reading the adventure. You know all the secrets in the story, or you make up new secrets as the story warrants. However, even though you know what's going on, the various GM characters don't have that knowledge. You know the heroes are trying to trick the spy, but the spy doesn't know that. Keep the two separate, and the story will come out great!

To sum it up, a Gamemaster:

- ▶ Describes each scene.
- ▶ Decides what the heroes are up against.
- ▶ Asks the players what their heroes are doing.
- ▶ Takes the part of the GM characters (also called the supporting cast) in conversations.
- ▶ Tells the players what the results of their heroes' skill checks are and determines which skill checks are appropriate for which actions.
- ▶ Calls for and keeps track of action checks and when each hero and supporting cast member takes actions in combat situations.
- ▶ Rolls all checks and decides all actions for the supporting cast members based on what the supporting cast members know (not what the Gamemaster knows).

Campaign

The term "campaign" is used to describe the grand background against which the various adventures are played. Often, a campaign has an overall goal or continuing story.

The campaign presented in this game revolves around the heroes described in the *Hero Folders*. These heroes will be brought to life by your players as each adventure unfolds. Here's some background for this campaign. You, as Gamemaster, can alter, add to, or embellish this material as you see fit. That's how the GM makes the campaign personal.

The Future, Koprulu Sector

In the distant future, a small group of human exiles departed Earth in cryogenic slumber. When they awoke thirty years later, they found themselves in the most distant corner of the galactic rim. Stranded and bereft of any assistance from home, these stalwart Terrans colonized the region, and their numbers grew quickly. Dozens of worlds were within their reach, and despite harsh conditions they thrived and spread. As resources

dwindled, they fought with one another and developed new weapons for war in the distant reaches of space.

Yet the Terrans were not alone. Watching from the shadows in this sector were the enigmatic Protoss, a species with manners and technologies unfathomable to Terrans. The Protoss studied humanity and were largely undecided on what to think of their new neighbors when another species arrived on the scene. Traveling in feral swarms, the broods of the Zerg descended into Terran space. While the Terrans reacted with shock and horror as the Zerg invaded their space, slaughtered their people, and infested their worlds, the Protoss went to war with the Zerg, destroying anything—and anyone—that got in the way. As the Terrans quarreled and sought to organize their defense against these species, a three-way war exploded in the region.

The Wars

The Great War, as it is sometimes known, was a chaotic and bloody affair that cost millions of lives and ruined dozens of worlds. A new Terran Empire, under the leadership of Arcturus Mengsk, arose to lead humanity with an iron fist. Yet the Zerg smashed wave after wave of Terran armies and fleets that stood in their way, and eventually turned their focus on the Protoss. The Terrans and the Protoss formed an uneasy alliance as they endured defeat after defeat. In the greatest of battles, the Zerg swarms reached the Protoss home world of Aiur and laid siege to it. Broken and almost lost, the Protoss were saved only by the actions of the hero Tassadar, who died to destroy the Zerg Overmind.

In the aftermath, the three species tried to rebuild. But it wasn't long before the trumpets of war sounded again. The Brood War started as Zerg swarms fought among themselves for control. The Protoss forged an alliance with their lost brothers, the Dark Templar, to retake Aiur and lay waste to all that opposed them. They even formed a dark bargain with Kerrigan, the Zerg mistress of destruction, to wipe out numerous swarms that threatened them. Of course, for Kerrigan, such an alliance merely eradicated her rivals for control of the Zerg broods, and today she sits atop the throne of the Zerg. To the surprise of everyone, a vast fleet from United Earth arrived to do battle with the threats that the government on Earth deemed too dangerous to be left to the exiles. Yet the United Earth forces were destroyed by their own arrogance and by their desire to not merely check the Zerg, but to control the power of the swarms for themselves. Ultimately, the Zerg proved victorious and beholden to only one authority: Kerrigan, the Queen of Blades.

Today

No formal truce or treaty declared an end to the conflict, and to this day battles infect this region of space. Yet for all sides, it is once again a time to rebuild and consolidate. All of the warring factions seem to know that it is only a matter of time before a new series of wars begins. So the Zerg,

The 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 species, 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, 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 loath to deviate from it for fear of once again falling into civil strife.

The Protoss were united by a single scholar/philosopher known as Khas. 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. The few Protoss that refused to join became the Dark Templar, exiled from Protoss society to the dim reaches of space. The Protoss possess extremely advanced technology, including warp-gate manipulation, energy shield generation and the ability to power their buildings and units with a Psionic Matrix.

Today, the Protoss are a lost species. Their homeworld, Aiur, fell to the Zerg swarms and has yet to be truly reclaimed. The Protoss have sworn vengeance for their lost paradise, and their nomadic fleets and remaining armies are determined to avenge themselves on the Zerg and reforge Aiur, whatever the cost.

Protoss, and Terrans each seek resources and subtle advantages to bolster their odds in the conflicts to come. With all three species reluctant to put it all on the line so soon, it's a time for skirmishes, infiltration, and cleverness. It is a time for new heroes to distinguish themselves and prove they have what it takes for the wars to come.

Adventures

An adventure is a story line set in the campaign. Although an adventure is a self-contained story, it often begins where a previous adventure ended and leads smoothly to the start of the next story.

The three adventures that comprise the *Adventures Book* are examples of this. The same heroes participate in each adventure, picking up where the earlier story left off—kind of like episodes of your favorite TV series. Continuing villains and supporting characters appear over and over.

The Zerg

The Zerg are composed of several different types of creatures that have been integrated into the Swarm by the Overmind. These creatures, or breeds, have been selectively evolved to become efficient killers and to assist the Zerg in their quest for ultimate power. The Zerg do not utilize technology in the common sense, but their natural weaponry and armor is comparable to the most advanced gadgetry employed by any other species. This biological evolution, combined with an unmatched savagery and their blind devotion, make the Zerg an extremely formidable and deadly foe.

After faithfully serving the new Terran government for years, the human Sarah Kerrigan was abandoned on the Zerg-infested world of Tarsonis. The Zerg Overmind decided to incorporate her into the Swarm. Kerrigan was transformed into the terrible Queen of Blades. Kerrigan's latent psychic powers manifested themselves rapidly, allowing her to lead the Zerg to countless victories over their enemies. After the Overmind was destroyed by the Protoss hero Tassadar on the planet Aiur, Kerrigan began to bend the scattered Zerg Broods to her will. With the help of foolish and optimistic Protoss and Terran allies, she became the unquestioned leader of the Zerg and the most feared creature in the galaxy.



Scenes

Scenes are the building blocks of adventures. Each scene tells a portion of the story. Often this portion is an encounter with a single person or a visit to a specific location. There are no limits to what a given scene might include, but most scenes fall into one of four general categories: puzzle scenes, encounter scenes, combat scenes, and challenge scenes.

► **Puzzle Scenes:** A puzzle scene presents the players with a riddle or other mystery that must be solved in order to advance the storyline. For example, a puzzle scene might present the heroes with several clues that must be pieced together or a cryptic message that must be carefully considered before its meaning can be understood. While dice rolls might be used to help work through the process of solving a puzzle, the scene's final resolution must depend upon the players.

► **Encounter Scenes:** An encounter scene places the heroes in contact with members of the supporting cast. Encounters like this are often decided by the dialogue between heroes and those they're dealing with. If things go well, an encounter scene can further the story and even set the heroes up with a potential ally or resource later on. If things go badly, an encounter scene can result in the creation of a new enemy. In extreme cases, an encounter scene can rapidly turn into a combat scene.

► **Combat Scenes:** A combat scene places the heroes in a situation where, like it or not, they've almost certainly got to use force to continue with the adventure. The Skirmish Scenario is an example of a combat scene. Combat scenes call for careful control on the part of the GM. Things happen fast in combat, both in the imaginary world of the game and in the real world of the players. In order to resolve a combat scene fairly, you must be sure that the players have a clear understanding of what's going on.

► **Challenge Scenes:** A challenge scene puts some task in the path of the heroes. If they are to continue with the adventure, they must face this obstacle and either overcome it or find a way around it. A scene in which the heroes are forced to use a portable computer to override an automated security system would be a challenge scene.

In many ways, a challenge scene is like a puzzle scene. The most important difference is that a challenge scene is designed to test the hero, not the player. Thus, while the player may have to figure out the best course of action to take, success or failure depends upon the skills, abilities, or equipment of his or her hero.

Rounds

In most cases, you keep track of time only casually as it passes in the story. When the heroes leap into a Dropship and head for a combat zone, it seldom matters whether the ride takes 10 minutes or an hour. As long as you and the players understand and agree, time can be ignored.

Sometimes, however, precisely tracking time is vital. This situation is most common in combat or when the heroes are forced to race against time. When this happens, you begin to keep track of time in rounds. A

round represents how long it takes everyone involved in a scene to perform one action (both the heroes and the GM characters). To see who acts when in the round, we divide the round into phases.

Phases

A round has four phases. From first to last, they are: Amazing, Good, Ordinary, and Marginal. The order in which heroes act is determined by their action checks. Remember, to make an action check, a player rolls a d20 and compares the result to his or her hero's action check score. For GM characters, the specific phase they can act in is listed in their entries, so no die rolls are necessary.

The result of a hero's action check determines the phase in which the hero can take an action. A hero who gets an Amazing result on the action check gets to act in the Amazing phase; a hero who gets a Good result on the action check acts in the Good phase.

Everyone acts once in a round. A hero with an Amazing action check result can act as early as the Amazing phase or wait as late as the Marginal phase to use his or her action.

Actions

Whenever one of the heroes (or a member of the supporting cast) attempts to do something, that's called an action. Although the number of possible actions is unlimited, some are very common and are attempted frequently in any ALTERNITY game; see the list below.

Defining an Action

The limiting factor in determining what is and isn't possible as an action is the imagination of the players and Gamemaster. With that understood, there are a few guidelines that should be adhered to. Remember that each phase that makes up a round represents only a few seconds of time. Because of this, certain things are simply impossible. A hero might be able to fire his gauss pistol, for example, but he can't disassemble it and replace the weapon's damaged capacitor in a single action.

Here are a few examples of the common sorts of actions heroes can attempt in a phase:

- Make an unarmed attack.
- Strike with a melee weapon.
- Fire a ranged weapon.
- Throw or catch something.
- Dodge.
- Ready a weapon or piece of equipment.
- Walk or run a short distance.
- Attempt first aid.
- Use a skill.
- Speak a few sentences of conversation.

► Try something specific to the scene (bribe a guard, break into a computer system, and so forth).

With these examples, you should have no trouble deciding whether an action can be accomplished in a single phase.

It's important to remember that longer actions aren't impossible to attempt. If the heroes need to do something that takes more time, you should simply announce that it takes them more than one round to complete the task.

There are two important types of actions in the game: skill checks and ability checks.

Degrees of Success

Whenever you make a check, these are the possible results. All checks use a d20 and a situation die, except average checks (which just use the d20).

Automatic Success: A roll of 1 on the d20 indicates at least an Ordinary success, no matter what the roll of the situation die is.

Critical Failure: A roll of 20 on the d20 indicates a failure, no matter what the roll of the situation die is.

Failure: Whenever the total of the d20 and the situation die is greater than the Ordinary score, the action fails.

Ordinary Success: A roll that is equal to or less than the Ordinary score. The action succeeds, more or less as the player wanted. This is the most common type of success.

Good Success: A roll that is equal to or less than the Good score. The action succeeds better than planned, with the Gamemaster determining the extra advantage based on the player's description of the action.

Amazing Success: A roll that is equal to or less than the Amazing score. The action succeeds spectacularly, often turning the tide of a scene. The GM determines the extra advantage based on the player's description.

Skill Checks

Most of the actions heroes attempt in the course of the game depend on their skills. Any action begins when a player announces what his hero will attempt. The description should be precise, specifying the name of the skill to be used and the way in which the effort will be made. The declaration should also state the desired outcome of the action so that everyone knows what everyone else is trying to do.

In most cases, skill checks are based wholly on the desires of the player. From time to time, however, the Gamemaster may mandate a specific action. Usually, this happens in response to something in the envi-

ronment over which the heroes have no control, such as a raging storm or extreme darkness.

Sometimes an action declaration doesn't give the Gamemaster all the information he or she needs to fully understand what a player wants to do. If that's the case, the Gamemaster should ask the player to be a little more specific.

After a player declares an action, the Gamemaster considers the situation and then decides how difficult it is to succeed at. This is reflected by the selection of the proper situation die.

Remember that a difficult environment creates a situation die penalty, where the result of the situation die roll is added to the control die. In a favorable situation, the result of the roll is subtracted from the control die.

Sometimes, a player may want to ask for a change in the Gamemaster's decision. That's perfectly okay, provided that it's done politely and infrequently. In most cases, the Gamemaster knows something about the action that makes it more or less difficult than is obvious to the players. In the end, the Gamemaster has the final say on what dice are rolled.

Resolving Skill Checks

Now it's time to see if the action has been successful. The player picks up the control die (which is always a d20) and the situation die (if any) and rolls them. If the situation die was a penalty, it's added to the control die. If the situation die was a bonus, it's subtracted from the control die.

The player compares the total result to his or her hero's skill score. If the total rolled is equal to or less than the skill score (the number listed in the Ordinary column), the action is successful. If the result is greater than the skill score, the action has failed.

An action may succeed far better than hoped for. On the other hand, it may end up in disaster. Take a look at the Degrees of Success sidebar for details about the various types of success and failure.

Ability Checks

Most of the actions a player wants to attempt will be based on his or her hero's skills. Sometimes, however, something comes up that is better determined by using one of the hero's ability scores. Although the same general process is used to resolve such actions, there are a few important considerations to keep in mind.

When to Use Ability Checks

Gamemasters should remember that the ALTERNITY game is designed to emphasize the use of skills in problem solving. Because of this, an ability check should be used only when there is no obvious skill that can be employed in its place, or when a hero doesn't have an associated skill. For

example, a hero without the dodge skill can still try to dodge using his or her Dexterity score.

Some skills can't be used unless the character has a score in that skill. These are marked in red on the skill list displayed on the GM Screen. In the case of these skills, a character can't attempt an action using one of these skills unless it appears on the character's skill list. For example, a hero who doesn't have the Medical Science—surgery skill can't attempt to perform surgery on a wounded character.

So when would it be appropriate to use an ability check? Here are a few good examples.

Strength: Any feat of brute force, such as breaking down a door or winning an arm wrestling match, can be resolved by a Strength ability check.

Dexterity: Whenever the hero is testing his or her agility, coordination, or reflexes (such as trying to grab the edge of a pit after stepping into a trap), the GM calls for a Dexterity check.

Constitution: Most of the actions that might normally be resolved with a hero's Constitution score can actually be resolved with the Stamina skill. When a hero is exposed to some manner of poison or disease, however, the Gamemaster can use a Constitution ability check instead.

Intelligence: When a hero is trying to solve a riddle or recall the name of someone met long ago, an Intelligence ability check is in order.

Will: Many of the tests one might associate with Will can be handled by the Resolve skill (or the Resolve—mental skill). An effort to stay awake during a boring mission briefing or maintain focus on a repetitive task might be resolved with a Will ability check.

Personality: A Personality ability check is often used to determine an initial reaction when a character meets a hero for the first time. Similar casual social encounters can be influenced the same way, although intimate or prolonged situations should be resolved using skill checks.

Resolving Ability Checks

An ability check is resolved just like a skill check. First, players state what they want their heroes to do and how they want them to do it. Then, the GM figures out whether a situation die bonus or penalty is indicated. Next, players roll the appropriate dice to determine whether their attempts were successful. And, finally, the Gamemaster explains the result of the attempted action and what effect it has had on the situation.



Combat

Combat is resolved as a series of skill checks. We showed the basics of this in the Skirmish Scenario. Now we'll cover a few details to help round out the rules. However, there may be times when things happen beyond the scope of what's covered here. When that happens, decide on a skill or ability appropriate to the situation, assign a situation die, and call for a skill check or ability check. Above all else, don't get bogged down in worrying about the right way to do something; make your best guess and have fun!

Attacks

Heroes make attacks just as they would attempt any other action. The players state their heroes' targets, the weapons the heroes are using, and anything else that has a bearing on their chances for success. More often than not, attack declarations are no more detailed than: "I'm gonna blast that creep with my gauss pistol!"

An attack is resolved by a skill check; use the skill that governs the type of attack being attempted. For example, Ranged Attack—pistol is the appropriate skill for using a gauss pistol.

If the hero succeeds, the result of the roll indicates whether the hero achieved an Ordinary, Good, or Amazing success. This determines exactly how much damage was inflicted by the attack—the better the success, the more damage that can be inflicted.

Combat Modifiers

Situation Description	No. of Steps	Situation Die Type
Extreme range	+3	+d8
Heavy cover	+3	+d8
Target dodges	+2	+d6
Long range	+2	+d6
Medium cover	+2	+d6
Medium range	+1	+d4
Light cover	+1	+d4
Short range	None	None
Point blank range	-1	-d4

Use the largest modifier (either positive or negative) if more than one applies. For example, a dodging character at extreme range provides a +3 step penalty (+d8 situation die), the larger of the two modifiers.

Combat Situation Dice

What situation die do you apply to combat skill rolls? That depends on the situation. Any one of four factors can contribute to making an attack easier or harder for a character. These factors are the distance to the target (the range), any cover the target is hiding behind, if the target is dodging, and some unique factor determined by the Gamemaster.

Range only comes into play if a character is using a ranged weapon (like a pistol or rifle) or a thrown weapon (like a grenade). Possible ranges are point blank, short, medium, long, and extreme. The Combat Modifiers sidebar shows which situation die to use at each of these ranges. Consider an attack to be point blank if the target is less than 2 meters away. Use your best judgment when assigning a range, taking into consideration line of sight to the target and the type of weapon being used. A gauss pistol, for example, might have a much shorter long range figure than a gauss rifle. Whatever you do, don't get bogged down with this kind of detail. Just assign a situation die and keep the action and story moving.

Unarmed and Melee Attacks don't have a range factor. They are considered to be of average difficulty, so use just the control die (the d20) unless some other factor comes into play.

Cover is anything a target hides behind for protection. *Light cover* either represents a material without a lot of stopping power, or it indicates that more than half of the target can be seen. *Medium cover* represents better material than light cover, or it indicates that less than half the target can be seen. *Heavy cover* represents a very strong material, or it indicates that less than a quarter of the target can be seen.

Dodging improves a target's defense. Any character attacking a dodging target receives a +2 step penalty (a d6 situation die added to the d20 roll).

A **unique factor** can be anything that the Gamemaster determines will make the action easier or harder to accomplish. A fight in a blizzard might add a penalty to every skill check. If a target isn't aware of his or her attacker, the attacker might receive a bonus to the skill check. This kind of decision is left up to the Gamemaster unless the adventure specifically declares otherwise.

Damage

The degree of success of an attack indicates how much damage a target can sustain. Damage comes in two forms: stun and wound damage.

Stun Damage (s): Stun damage indicates the battering and bruising that heroes are subjected to almost constantly over the course of their travels. When all of a hero's stun boxes are crossed off, she or he is knocked unconscious.

Wound Damage (w): Wound damage is more severe. When all of a hero's wound boxes are crossed off, she or he dies.

The number of points of damage done by an attack is determined by rolling dice. The exact type of die (or dice) rolled varies with the type of weapon used and the level of success of the attack. A gauss pistol, for example, has more damage potential than a punch with a fist.

Armor

Of course, few people simply stand still and let their enemies hammer away at them. Most try to protect themselves from harm. For this reason, many heroes wear some form of armor.

The protection provided by any armor is rated as a die type. When a character wearing armor is successfully attacked, roll an armor check using the die type indicated for the armor. The result is subtracted from the damage roll.

Healing

Injuries can be cured through natural healing or medical treatment.

Natural Healing

Given time, a hero will recover from most minor wounds and illnesses. Of course, more severe ailments don't improve without the attention of a skilled physician.

Natural healing is most effective when a hero has only suffered stun damage. When all of a hero's stun points are lost, she or he falls unconscious. Unconsciousness lasts until the player rolls a successful recovery check (see page 13). With a successful recovery check, the hero regains at least 1 stun point and becomes conscious. At the end of any scene, all of a hero's stun points are restored.

Heroes who suffer wound damage don't recover so swiftly. As long as they didn't lose all their wound points, they can heal naturally, too. (A character who loses all wound points dies.) At the end of every week of imaginary campaign time, a wounded hero recovers 1 wound point. Rapid healing requires medical care.



Medical Care

There are three types of medical care available in this game: first aid, treatment, and surgery.

First Aid

First aid is a general term used to describe basic medical care. It is often provided in the heat of battle and with improvised equipment. First aid can be provided by anyone with the Medical Science broad skill, the Medical Science—*treatment* specialty skill, the Knowledge—*first aid* specialty skill, or an Intelligence ability check.

Healing

First Aid

Success Level	Points Recovered
Critical Failure	Suffer 1w
Failure	—
Ordinary	Heal 2s/1w or 2w*
Good	Heal 3s/1w or 2w*
Amazing	Heal 4s/2w or 3w*

Treatment

Success Level	Points Recovered
Critical Failure	Suffer 1w
Failure	—
Ordinary	Heal 2w
Good	Heal 3w
Amazing	Heal 4w

Surgery

Success Level	Points Recovered
Critical Failure	Suffer 2w
Failure	—
Ordinary	Heal 4w
Good	Heal 8w
Amazing	Heal 12w

A dash (—) means no effect. Attempting to administer first aid or treatment without at least a first aid kit adds a +3 step penalty to the roll.

*In order to heal 2 or 3 points of wound damage, a medical kit (not a first aid kit) must be used.

Common Hazard Damage

These hazards threaten far-future heroes. Use this table if a hero encounters a hazard.

Drowning/Suffocation

Stamina Check Result	Damage
Critical Failure	4s
Failure	3s
Ordinary	2s
Good	1s
Amazing	—

Falling

Dexterity Check Result	Distance Fallen		
	up to 10m	11-30m	30m+
Critical Failure	d6+2w	d12+6w	d12+8w
Failure	d4+2w	d12+4w	d12+6w
Ordinary	d4w	d12+2w	d12+4w
Good	d4+2s	d8+2w	d12+2w
Amazing	d4-2s	d6+2w	d8+2w

Fire/Poison

Constitution Check Result	Fire Damage	Poison Damage
Critical Failure	3d6w	d8+1w
Failure	2d6w	d6+1w
Ordinary	d6w	d6w
Good	d4w	d4w
Amazing	—	d6s

If first aid is attempted without a first aid kit or medical kit, the skill check is made with a +3 step penalty (add the result of a d8 situation die). Use of either tool means the check is made with just the control die (the d20).

A successful check using any of the above skills (or an Intelligence ability check, for a hero without any of those skills) instantly restores some of the patient's lost stun points, as indicated on the Healing table. Administering first aid requires the use of an action, and a character being healed can't perform any action in the round in which healing is attempted on him or her.

First aid can also heal wounds. A first aid kit or medical kit must be used to do so. See the Healing table for results of successfully using first aid and a first aid kit or medical kit on a wounded character.

Treatment

Medical treatment is generally more effective than first aid. However, medical treatment is a systematic process of therapy provided over a period of time. A *treatment* skill check can't be completed during combat or whenever similar time constraints are present (except to provide first aid). A good rule of thumb is to assume that this type of action takes about an hour to conduct. A Medical Science-*treatment* skill check is made and, if successful, restores a number of lost wound points as detailed on the Healing table.

A first aid kit or medical kit must be used, or the skill check receives a +3 step penalty (add the result of a d8 situation die). A physician can use the *treatment* skill only once per day on a given hero.

Surgery

Surgery is the most effective form of medical care available. It is used to treat massive wound damage exclusively.

Surgery is assumed to take several hours to conduct and requires the Medical Science-*surgery* skill, a reasonably clean, well-lighted area in which to work, and proper surgical tools. The number of wounds recovered through a successful *surgery* skill check is indicated on the Healing table. A Failure on the skill check indicates unforeseen complications that make the patient's condition worse. A hero can undergo surgery once per week.

Zerg Healing

Any Zerg encountered by the heroes will exhibit tremendous healing power. This doesn't have any effects in combat, but any Zerg that is fought by the heroes but not killed will be entirely healed when it is next encountered.

Skill Descriptions

Here's a brief description of the skills found on the *Hero Folders*.

In many cases, Gamemasters will have to use their own judgment to determine exactly what a given skill can or cannot be used for. In general, allow the heroes the benefit of the doubt whenever possible.

The skills listed below are grouped alphabetically under the name of the ability they're associated with. Broad skills are presented with bold paragraph headers, and specialty skills have bold italic paragraph headers with a symbol (▶) next to them. In text, broad skills are always capitalized and specialty skills are displayed in italic, often in the following format: **Broad Skill**-*specialty skill* (for example, **Unarmed Attack**-*brawl*). All skills marked with an asterisk (*) cannot be used unless the character possesses that skill.

Strength Skills

The following skills are related to a character's Strength score.

Armor Operation: The ability to operate and move in bulky armor.

▶ **Powered Armor***: The specific skill needed to utilize a powered combat suit without suffering action penalties.

Athletics: This skill is used to determine the success of physical actions, such as climbing and jumping.

▶ **Climb:** This skill allows a hero to move more safely and rapidly up vertical surfaces. A talented climber combines the skills of a mountaineer with the wall-scaling skills of an experienced thief.

▶ **Jump:** A character with training in jumping techniques can leap farther or higher.

▶ **Throw:** Some athletic events call for characters to throw things. Whether hurling a baseball or a grenade, a good arm can be the ticket to hitting a target.

Melee Attack: This broad skill indicates a familiarity with close combat involving handheld weapons.

▶ **Blade:** This skill applies to any manner of weapon that does damage by means of a sharp cutting edge, such as knives, daggers, swords, axes, spears, and broken bottles.

▶ **Bludgeon:** This skill applies to any type of weapon that inflicts damage by sheer mass and force of impact, including everything from a baton to a club.

▶ **Powered Weapon:** Training in the use of energy-powered melee weapons.

Unarmed Attack: This skill indicates experience in hand-to-hand combat.

▶ **Brawl:** This skill relates to a simple slugfest style of combat, good for cracking heads when no weapons are available.

▶ **Martial Arts***: Formal combat training, the *martial arts* skill increases the damage inflicted by an Unarmed Attack by +1 for every rank.

Dexterity Skills

A hero's ability with these skills is based upon his or her Dexterity score.

Manipulation: The Manipulation skill indicates that the hero has very nimble fingers. Thus, it can be used for picking pockets, palming small objects, or picking mechanical locks.

Ranged Attack: Experience with ranged weapons allows a character to make better use of pistols and rifles.

▶ **Pistol:** Expert training in pistol-style ranged weapons.

▶ **Rifle:** Expert training in rifle-style ranged weapons.

Stealth: Training in techniques associated with remaining unobserved and otherwise evading detection.

▶ **Sneak:** Expert training in hiding and moving silently.

Vehicle Operation: Basic training and experience in operating manually controlled vehicles.

▶ **Air/Space Vehicle*:** This skill indicates that the character has been specially trained in the operation of advanced aeronautic craft and spacecraft. This skill is used to pilot Dropships and space fighters.

▶ **Land Vehicle:** Expert training in operating land vehicles such as Vulture Hover Bikes and Arclite Siege Tanks.

Constitution Skills

The following skills are based on a character's Constitution score.

Stamina: The ability to shake off the effects of damage and fatigue.

▶ **Endurance:** This skill enables a character to better withstand the effects of damage and other physical hazards.

Intelligence Skills

The skills listed below are driven by a character's Intelligence skill.

Demolitions: Basic training in the field of setting and disarming explosive devices.

▶ **Set Explosives*:** Advanced training in setting charges and timed explosives to cause maximum damage.

Knowledge: An abstract skill that represents the general understanding a character is assumed to have about the world around her, including a knowledge of current events and common devices.

▶ **Computers*:** Basic training in the use of computers and computer programs.

▶ **First Aid*:** Heroes with this skill can provide first aid to others, treating minor injuries, resuscitating unconscious people, and so on. They can use this skill to heal stun damage or a small amount of wound damage. They are not trained to use advanced medical equipment.

Medical Science: An understanding of medical science enables a character to better treat wounds, injuries, and illnesses.

▶ **Surgery*:** When lesser medical techniques don't suffice, a physician can employ this skill to heal wounds.

▶ **Treatment*:** Training in diagnosing illnesses and treating injuries and diseases.

Technical Science: Experience with modern technology, including basic maintenance and repair training.

▶ **Repair*:** Advanced training in maintaining and repairing technological devices.

Will Skills

These skills are based on a character's Will score.

Awareness: The ability to notice things that others might not spot.

▶ **Intuition:** A natural awareness of things that can be perceived through instinct and gut feelings.

▶ **Perception:** A refined awareness of things that can be perceived by a character's senses—hidden objects, minute details. A high perception score makes a character hard to surprise.

Investigate: This skill indicates basic training in the methodical techniques used to solve problems and uncover evidence.

▶ **Search:** Advanced training in spotting concealed objects, investigating a crime scene, and tracking an individual.

Psionics: The ability to channel and focus psionic energy to perform various psychic feats. Psionic skills require the expenditure of psionic energy points. Armor does not reduce psionic damage.



► **Mind Read***: The ability to detect the surface thoughts of another sentient creature. It can't be used to probe deep memories or subconscious thoughts. Costs 1 psionic energy point to use. The better the success, the clearer the details.

► **Psionic Bolt***: An attack utilizing blasts of mental energy at a single target. Costs 2 psionic energy points to use. Damage d4s/d4w/d4+2w.

► **Psionic Storm***: A mental attack that creates a storm of raw psychic energy that can tear apart a target mind. Costs 3 psionic energy points to use. Damage d6w/d6+2w/d6+4w.

► **Psychic Attack***: A minor mental attack that costs 1 psionic energy point to use. Damage d4s/d4+2s/d4+4s.

► **Psychic Heal***: Mental energy used for self-healing. Costs 2 psionic energy points to heal stuns, 4 psionic energy points to heal wounds. The use of this skill heals 2s/4s/6s or 1w/2w/3w, depending on the degree of success (Ordinary/Good/Amazing).

Resolve: The ability to continue on even in the face of overwhelming odds.

► **Mental Resolve**: A determination and degree of willpower that makes a character more resistant to mental stress of all types.

Personality Skills

Each of the following skills is based on a character's Personality score.

Deception: A talent for deceiving others through conversation and face-to-face activities.

► **Bluff**: The ability to mislead or deceive through bravado or outright lies.

Interaction: The ability to deal comfortably with others.

► **Bargain**: The ability to negotiate for a better deal.

► **Charm**: The ability to use kind words and flattery to change attitudes and win others over.

► **Intimidate**: The ability to convincingly threaten another to cooperate by sheer force of personality or behavior.

► **Taunt**: The ability to insult an opponent to keep him or her off guard and on edge—giving the character an advantage.

Leadership: Basic command training, including earning trust and confidence, issuing commands, and getting others to follow them.

► **Command**: The ability to coordinate a team effort by providing a -1 step bonus for the current and next round to the actions of all team members.

Protoss Species

Archon

The Archon is a being of pure energy whose creation surprised the Protoss. In times of great need, two Protoss High Templar have been known to sacrifice their lives, combining their life energies and quashing their individuality to merge into the form of an Archon. While most if not all psionic abilities are lost to this new being, the Archon wields immense power. Covered in layers of protective shields, the Archon sheds light and energy much like a star on the battlefield. The Archon attacks with a wave of charged psionic energy that rends metal and flesh alike.

STRENGTH	16	INTELLIGENCE	12
DEXTERITY	10	WILL	14
CONSTITUTION	20	PERSONALITY	10

Durability

Stun 20	○○○○○○○○○○○○○○○○
Wound 20	○○○○○○○○○○○○○○○○
Psionic Energy 14	○○○○○○○○○○○○○○○○
Energy Recovery	2 per hour of rest

Action Check Ordinary

Attacks

Psionic Shockwave	A	G	O
Skill Score	1-4	5-8	9-16
Damage	d12+4w	d8+4	d6+4w
Psionic Cost:	4 psionic energy points		

Defenses

Heavy Protoss Shields d8+1

Skills

	A	G	O
Knowledge	1-3	4-6	6-12
Awareness	1-3	4-6	8-14
Intuition	1-4	5-8	9-16
Psionics	1-3	4-6	8-14
Shockwave	1-4	5-8	9-16
Resolve	1-3	4-7	8-14
Mental Resolve	1-4	5-8	9-16



Dark Templar

Even after fighting in the last great war in the Koprulu sector, the Dark Templar remain a mystery, even to the Protoss. Exiled from Aiur long ago, the Dark Templar left behind the conventional studies of the mind and the philosophy of the Khala. Now, they draw on unknowable power from the void of space itself, and no one can justify their actions. At times they seem to be defenders of all things Protoss, scourges of those who have ravaged Aiur. At other times they appear secretive and without purpose.

STRENGTH	9	INTELLIGENCE	12
DEXTERITY	10	WILL	11
CONSTITUTION	10	PERSONALITY	9

Durability

Stun 10	○○○○○○○○○○○○
Wound 10	○○○○○○○○○○○○
Psionic Energy 11	○○○○○○○○○○○○○
Energy Recovery	1 per hour of rest

Action Check Ordinary

Attacks

Warp Blades	A	G	O
Skill Score	1-3	4-7	8-14
Damage	2d4+6w	d4+6w	d4+4w

Psionic Bolt*	A	G	O
Skill Score	1-3	4-7	8-15
Damage	d4+2w	d4w	d4s
Psionic Cost	2 psionic energy points		

Defenses

Light Protoss Shields	d4+1
Invisibility	+3 step penalty to attacker

Skills

	A	G	O
Melee Attack	1-2	3-4	5-9
Blade	1-3	4-7	8-14
Stealth	1-2	3-5	6-10
Sneak	1-3	4-6	7-12
Knowledge	1-3	4-6	6-12
Awareness	1-2	3-5	6-11
Intuition	1-3	4-6	7-12
Psionics	1-2	3-5	6-11
Psionic Bolt	1-3	4-6	7-12
Resolve	1-2	3-5	6-11
Mental Resolve	1-3	4-6	7-12



While the Dark Templar have few of the High Templar psionic abilities (except for telepathic communication common to all Protoss), they have their own gift. Drawing from unknown sources of power, Dark Templar can bend light around themselves. They are essentially invisible. When they strike, only the appearance of scythelike psionic blades reveal their presence.

Dragoon

Veterans of armed conflict, the Dragoons once served as Protoss Zealots. When mortal wounds forced them to leave behind most of their bodies, they were transplanted into the Dragoon exoskeleton. A few Zealots even volunteer for the procedure, surrendering their forms for the cause of Aiur.

These veteran warriors are honored members of Protoss society, though the need for their exoskeletons marks them as outsiders among their people. Their shattered bodies are housed within the large, mechanical walkers. Dragoons utilize a powerful phase disruptor ranged weapon.

STRENGTH	12	INTELLIGENCE	10
DEXTERITY	8	WILL	10
CONSTITUTION	12	PERSONALITY	10

Durability

Stun 12	○○○○○○○○○○○○○○○○
Wound 12	○○○○○○○○○○○○○○○○

Action Check Ordinary

Attacks

Phase Disruptor	A	G	O
Skill Score	1-3	5-6	7-12
Damage	2d6+2w	d6+2w	d6w

Defenses

Dragoon Exoskeleton	d6+2
---------------------	------

Skills

	A	G	O
Armor Operation	1-3	3-6	7-12
Powered Armor	1-3	4-7	8-14
Ranged Attack	1-2	3-4	5-8
Phase Disruptor	1-3	5-6	7-12
Stamina	1-3	4-6	7-12
Endurance	1-3	4-6	7-13
Knowledge	1-2	3-5	6-10



High Templar

High Templar are the defenders, teachers, and leaders of Protoss society. They are seasoned veteran warriors respected for their bravery and prowess. They have sacrificed continued martial training to more perfectly command the awesome psionic abilities of their station. Wearing only moderate armor beneath their ornate robes, the High Templar may appear out of place on a field of battle, but few doubt their power twice.

STRENGTH	7	INTELLIGENCE	11
DEXTERITY	8	WILL	12
CONSTITUTION	10	PERSONALITY	9

Durability

Stun 10	○○○○○○○○○○○○
Wound 10	○○○○○○○○○○○○
Psionic Energy 12	○○○○○○○○○○○○○○
Energy Recovery	1 per hour of rest

Action Check Ordinary

Attacks

	A	G	O
Psionic Bolt*			
Skill Score	1-3	4-7	8-15
Damage	d4+2w	d4w	d4s
Psionic Cost	2 psionic energy points		

	A	G	O
Psionic Storm*			
Skill Score	1-3	4-7	8-14
Damage	d6+4w	d6+2w	d6w
Psionic Cost	3 psionic energy points		

* Armor has no effect against this attack.

Defenses

Medium Protoss Shields	d6+1
------------------------	------

Skills

	A	G	O
Knowledge	1-2	3-5	6-11
Awareness	1-3	4-6	7-12
Intuition	1-3	4-6	7-13
Psionics	1-3	4-6	7-12
Psionic Bolt	1-3	4-7	8-15
Psionic Storm	1-3	4-7	8-14
Resolve	1-3	4-6	7-12
Mental Resolve	1-3	4-7	8-14
Leadership	1-2	3-5	6-9
Command	1-3	4-6	7-12



Probe

Not living beings at all, Probes are robots controlled by artificial intelligences. They are the workers of Protoss society. They gather resources and construct facilities and warp them in from remote locations. They also serve as scouts and, if absolutely necessary, a last line of defense.

Probes are common within Protoss settlements; literally hundreds of them line the streets, performing one task or another. More impressive is the power of a Probe to create new settlements. Given sufficient resources of energy and time, a single Probe can utilize Protoss warp gate technology to summon into existence an entirely new town.

STRENGTH	8	INTELLIGENCE	8
DEXTERITY	7	WILL	8
CONSTITUTION	8	PERSONALITY	4

Durability

Stun 8	○○○○○○○○○○
Wound 8	○○○○○○○○○○

Action Check Marginal

Attacks

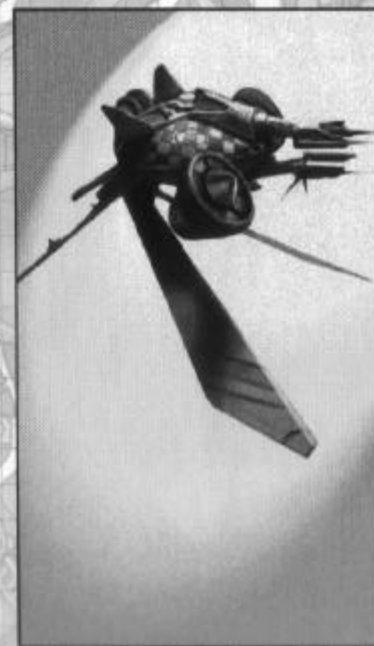
	A	G	O
Particle Beam			
Skill Score	1-2	3-4	5-8
Damage	d4+2s	d4+1s	d4s

Defenses

None

Skills

	A	G	O
Ranged Attack	1	2-3	4-7
Particle Beam	1-2	3-4	5-8
Stamina	1-2	3-4	5-8
Endurance	1-2	3-5	6-10



Zealot

The path of the spiritual warrior must begin somewhere. For the Protoss templar assault warrior, it begins as a Zealot. While Zealots receive little if any formal training in the Khala, they begin by dedicating themselves to its code and the Protoss people. To say that the young warriors are indoctrinated is an understatement. During Zealot training, they become servants of the Aiur. Thoughts of selfishness, even self-preservation, have no place in the Protoss army.

In exchange, the Zealot becomes powerful. Cybernetic grafts and blazing power suits offer protection. Psionic blades, channeled through the forearm cybernetics, rival the sharpest physical cutting instruments. The obvious weakness of the Zealot is its reliance on close-combat weaponry, and its overall lack of maneuverability and speed.

STRENGTH	13	INTELLIGENCE	8
DEXTERITY	7	WILL	9
CONSTITUTION	12	PERSONALITY	6

Durability

Stun 12	○○○○○○○○○○○○○○○○
Wound 12	○○○○○○○○○○○○○○○○

Action Check Ordinary

Attacks

Psionic Blades	A	G	O
Skill Score	1-3	4-7	8-14
Damage	2d4+4w	d4+4w	d4+2w

Defenses

Power Suit	d4+2
------------	------

Skills

	A	G	O
Armor Operation	1-3	4-6	7-13
<i>Powered Armor</i>	1-3	4-7	8-14
Melee Attack	1-3	4-6	7-13
<i>Psionic Blades</i>	1-3	4-7	8-14
Stamina	1-3	4-6	7-12
<i>Endurance</i>	1-3	4-6	7-13
Resolve	1-2	3-4	5-9
<i>Physical Resolve</i>	1-2	4-5	6-10



Zerg Species

Drone

The simplest of Zerg lifeforms, the Drone represents the typical worker in a Zerg Hive. Found in high numbers both deep in Zerg space and near the front lines of war, Drones possess little in the way of combat ability. In large numbers, however, they can represent a significant threat.

The Drone grows from larva within a Zerg Hive. Its physiology contains incredible potential for development. With a command from the Hive, a Drone can break down its own genetic code and transform into a rudimentary Zerg structure—a Hatchery, a Spawning Pool, a defensive Spore colony, or whatever is required. This transformation takes at least several minutes to accomplish.

STRENGTH	8	INTELLIGENCE	5
DEXTERITY	9	WILL	5
CONSTITUTION	8	PERSONALITY	2

Durability

Stun 8	○○○○○○○○○○
Wound 8	○○○○○○○○○○

Action Check Marginal

Attacks

Claws	A	G	O
Skill Score	1-2	3-4	5-9
Damage	d4+2w	d4w	d4+2s

Spines	A	G	O
Skill Score	1-2	3-5	6-10
Damage	2d6+2w	d6+2w	d6w

Defenses

None

Skills

	A	G	O
Unarmed Attack	1-2	3-4	5-8
<i>Claws</i>	1-2	3-4	5-9
Ranged Attack	1-2	3-4	5-9
<i>Spines</i>	1-2	3-5	6-10
Stamina	1-2	3-4	5-8
<i>Endurance</i>	1-2	3-5	6-10



Hydralisk

With spindly, snakelike torsos and claws in the place of upper limbs, Hydralisks have been bred for combat. They represent the main infantry troop of the Zerg army, classified as medium assault warriors, and they perform quite well against the average Marine company. Nightmarish killers, they hunger for blood and violence and are known for performing sadistic acts.

The bloodthirsty Hydralisk tends to fight from a distance, launching wave after wave of spines from its upper carapace. The spindly, snake-like creatures house hundreds of armor-piercing spines within their carapace plates.

A Hydralisk likes to lie in wait for prey, burrowing into the ground and striking when an opponent draws near.

STRENGTH	11	INTELLIGENCE	7
DEXTERITY	10	WILL	8
CONSTITUTION	11	PERSONALITY	7

Durability

Stun 11 ○○○○○○○○○○○○

Wound 11 ○○○○○○○○○○○○

Action Check Ordinary

Attacks

Claws	A	G	O
Skill Score	1-3	4-6	7-12
Damage	d4+2w	d4+1w	d4w

Needle Spines	A	G	O
Skill Score	1-2	3-5	6-11
Damage	2d6+3w	d6+3w	d6+1w

Defenses

Carapace d4+1

Skills

	A	G	O
Unarmed Attack	1-2	3-5	6-11
Claws	1-3	4-6	7-12
Ranged Attack	1-2	3-5	6-10
Needle Spines	1-2	3-5	6-11
Awareness	1	2-3	4-7
Perception	1-2	3-5	6-10



Infested Terran

If an Infested Terran had any choice in the matter, he or she would prefer to die rather than exist in this state. The most pitiable victims of the Zerg-Terran wars, Infested Terrans are Terran soldiers and civilians who have been consumed by the will of the Overmind.

Once infected by the Zerg hyper-evolutionary virus, an Infested Terran is completely subservient to the will of the Hive. He or she flails at an enemy with deformed claws until death frees the Infested.

When an Infested Terran is reduced to 0 wound points, it explodes. The twisted, mutated bodies of Infested Terrans produce extremely unstable chemicals. Either when damage overcomes them or when they decide to detonate themselves, their bodies explode into a cloud of toxic fluid. Anyone within 10 meters of the explosion suffers d8 wounds. A target within 6 meters suffers d6+2 wounds, and anyone within 2 meters suffers d6+4 wounds. Armor applies normally against this damage.

STRENGTH	10	INTELLIGENCE	4
DEXTERITY	8	WILL	6
CONSTITUTION	11	PERSONALITY	3

Durability

Stun 11 ○○○○○○○○○○○○

Wound 11 ○○○○○○○○○○○○

Action Check Marginal

Attacks

Claws	A	G	O
Skill Score	1-3	4-6	7-12
Damage	d4+2w	d4+1w	d4w

Defenses

None

Skills

	A	G	O
Unarmed Attack	1-2	3-5	6-10
Claws	1-3	4-6	7-12
Stamina	1-2	3-5	6-11
Endurance	1-3	4-7	8-15
Awareness	1	2-3	4-6



Lurker

Lurkers were first encountered during the last great conflict with the Zerg, under the leadership of the Queen of Blades. Regretably, the first evidence of their existence came not from spotting the Lurkers, but from examining the effects of the deadly wave of subterranean spines they launch. While it was known that some Zerg could burrow underground and hide, the Lurker attacks only after it has burrowed.

It's almost impossible to detect a Lurker before it strikes. Lurkers always strike first (in the Amazing phase) in the initial round of combat. Thereafter, their hidden location allows them to strike in the Good phase of every subsequent round.

When a lurker successfully attacks, all creatures within 5 meters of the target creature automatically suffer d4+1 wounds. (Armor can be used to reduce this damage.)

STRENGTH	8	INTELLIGENCE	8
DEXTERITY	10	WILL	6
CONSTITUTION	12	PERSONALITY	6

Durability

Stun 12	○○○○○○○○○○○○○○○○
Wound 12	○○○○○○○○○○○○○○○○

Action Check (Amazing) Good

Attacks

Subterranean Spines	A	G	O
Skill Score	1-2	3-5	6-11
Damage	2d6+4w	d6+4w	d6+2w

Defenses

Burrowed	Harder to hit; +2 step penalty to attacks made against them
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Skills

	A	G	O
Ranged Attack	1-2	3-5	6-10
Spines	1-2	3-5	6-11
Stealth	1-2	3-5	6-10
Sneak	1-3	4-7	8-14
Awareness	1	2-3	4-6
Perception	1-2	3-4	5-8



Mutalisk

Until the development of the Mutalisk and its later subbreeds, no one in the Koprulu sector of space had anything to fear. While the Zerg dominated their own planet, it wasn't until they gained the Mutalisk's power of flight—both atmospheric and deep space flight—that the Zerg truly began to menace the galaxy.

The winged Mutalisk isn't especially intelligent and exercises little initiative, seemingly preferring to drift lazily through the air. Once engaged, it demonstrates a blind blood lust that makes it dangerous to everything around—even itself. Mutalisks rarely, if ever, retreat; they die in droves if necessary to achieve an objective.

The Mutalisk's acid spray sometimes hits secondary and tertiary targets. When a Mutalisk achieves a Good success, one target closest to the initial victim (determine randomly) suffers damage as for an Ordinary hit. When a Mutalisk achieves an Amazing success, one target closest to the initial victim suffers damage as for a Good success, and a third target (or the first target again if no others are near) suffers damage as for an Ordinary hit.

STRENGTH	8	INTELLIGENCE	6
DEXTERITY	12	WILL	8
CONSTITUTION	10	PERSONALITY	6

Durability

Stun 10	○○○○○○○○○○○○○○
Wound 10	○○○○○○○○○○○○○○

Action Check Ordinary

Attacks

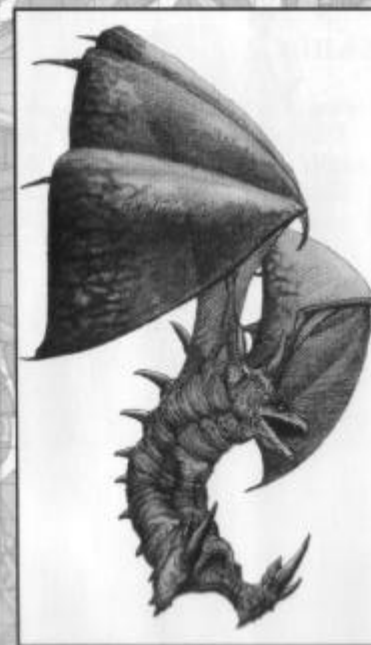
Acid Spray	A	G	O
Skill Score	1-3	4-7	8-14
Damage	d6+4w	d6+2w	d4+2w

Defenses

Carapace	d4+1
-----------------	------

Skills

	A	G	O
Acrobatics	1-3	4-6	7-12
Fly	1-3	4-7	8-14
Ranged Attack	1-3	4-6	7-12
Acid Spray	1-3	4-7	8-14
Awareness	1-2	3-4	5-8
Perception	1-2	3-5	6-10



Tarrasque

Only a few of these titans are known to exist. Larger and faster than the more common Ultralisk, the Tarrasque rules over a battlefield. Without whole squadrons of artillery and infantry to weaken and bring down these unholy Zerg horrors, the best thing to do is flee—and into the air, if possible.

STRENGTH	20	INTELLIGENCE	5
DEXTERITY	8	WILL	8
CONSTITUTION	20	PERSONALITY	6

Durability

Stun 20 ○○○○○○○○○○

Wound 20 ○○○○○○○○○○

Action Check Ordinary

Attacks

Kaiser Blades	A	G	O
Skill Score	1-5	6-11	12-22
Damage	2d8+2w	d8+2w	d8+1w

Defenses

Carapace d6+4

Skills

	A	G	O
Melee Attack	1-5	6-10	11-20
<i>Kaiser Blades</i>	1-5	6-11	12-22
Stamina	1-5	6-10	11-20
<i>Endurance</i>	1-6	7-12	13-24
Awareness	1-2	3-4	5-8
<i>Perception</i>	1-2	3-5	6-10



Ultralisk

If the strength of ten mammoths of Old Earth could be combined in a single beast, it would stand little chance against the might of the Zerg heavy assault warrior, the Ultralisk. The Ultralisk stands a full 5 meters tall and stretches almost 20 meters long. Single Ultralisks have been known to decimate entire companies, raze towns, and trample buildings. When the Zerg unleashes its mightiest armies onto the field of battle, groups of Ultralisk represent near-unstoppable forces of destruction.

Ultralisks appear incredibly powerful as they strike down soldier after soldier, but it's their incredible reserve of stamina that make them fearsome. The only way to safely deal with these beasts is to take to the air, where their long, tusklike blades can't reach. When an aerial attack is mounted, a sustained rain of fire will bring an Ultralisk down—eventually.

STRENGTH	16	INTELLIGENCE	5
DEXTERITY	8	WILL	8
CONSTITUTION	16	PERSONALITY	6

Durability

Stun 16 ○○○○○○○○○○

Wound 16 ○○○○○○○○○○

Action Check Ordinary

Attacks

Kaiser Blades	A	G	O
Skill Score	1-4	5-9	10-18
Damage	2d8+2w	d8+2w	d8+1w

Defenses

Carapace: d6+2

Skills

	A	G	O
Melee Attack	1-4	5-8	9-16
<i>Kaiser Blades</i>	1-4	5-9	10-18
Stamina	1-5	6-10	11-20
<i>Endurance</i>	1-6	7-12	13-24
Awareness	1-2	3-4	5-8
<i>Perception</i>	1-2	3-5	6-10



Zergling

Many Terran soldiers have seen these small creatures, quadrupeds only a meter tall, and felt no fear. And the first one dies so quickly that it seems that a Zergling would represent no threat to a platoon or even a single well-armed marine. But lone Zerglings are only scouts—the vanguard of a larger force to come. When Zerglings attack, they advance in savage swarms numbering anywhere from a dozen to a hundred individual creatures.

In the Zerg army, Zerglings are employed primarily as scouts. They are also used to lead death charges into fortified enemy territory. While many die in such charges, the more valuable elite troops follow behind and suffer fewer losses. Zerglings are, after all, easily replaced.

STRENGTH	8	INTELLIGENCE	5
DEXTERITY	11	WILL	7
CONSTITUTION	9	PERSONALITY	6

Durability

Stun 9	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
Wound 9	○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Action Check Ordinary

Attacks

Claws	A	G	O
Skill Score	1-2	3-5	6-10
Damage	d4+2w	d4+1w	d4w

Defenses

Fast +1 step penalty to attacker

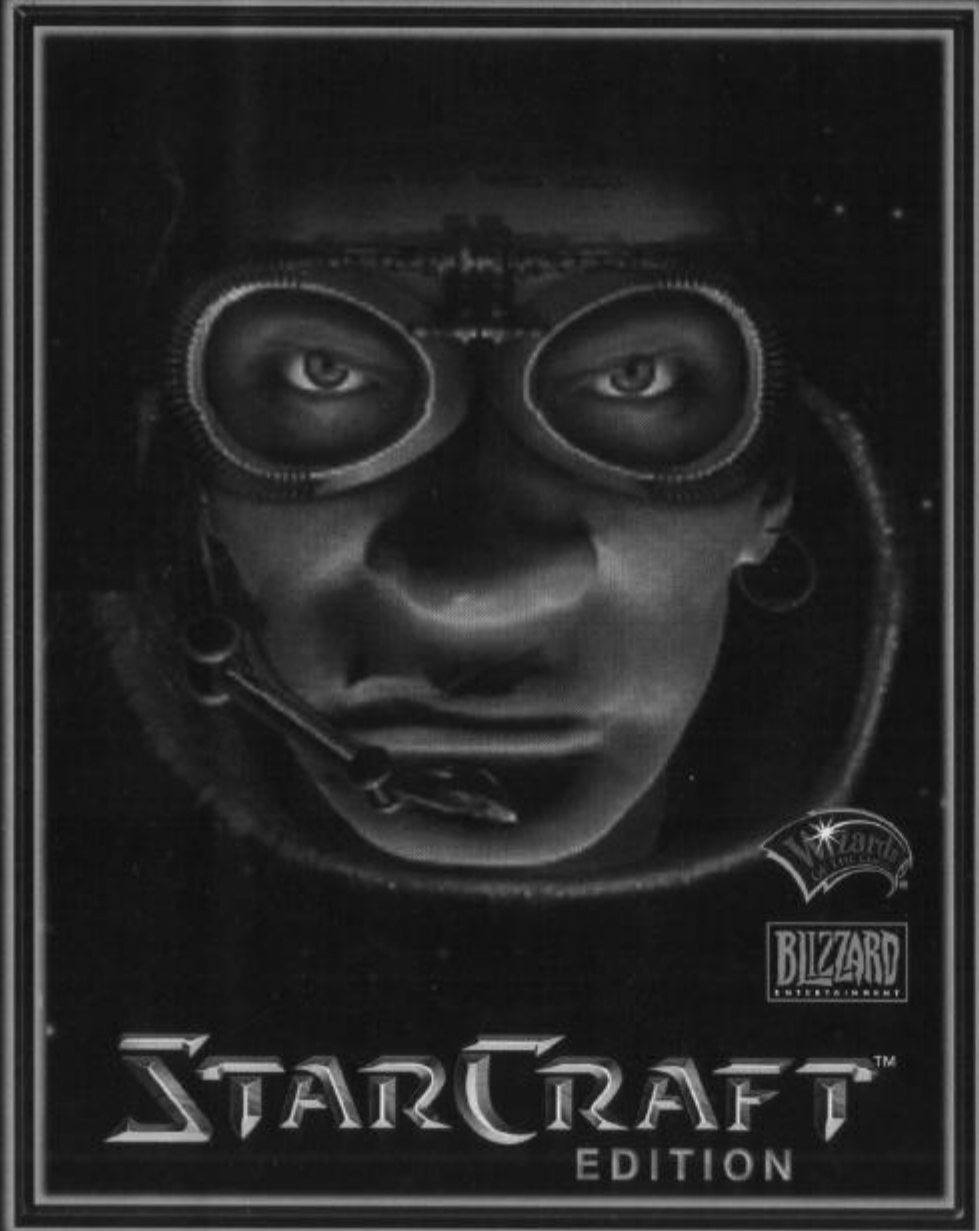
Skills

	A	G	O
Unarmed Attack	1-2	3-4	5-8
Claws	1-2	3-5	6-10
Acrobatics	1-2	3-5	6-11
Stamina	1-2	3-4	5-9
Endurance	1-2	3-5	6-10



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STAR CRAFT™

EDITION

Adventures Book

This book contains information written specifically for Gamemasters. If you are playing a hero in this STARCRAFT campaign, stop reading this book now. When we refer to "you" in this book, we're talking to the Gamemaster.

What GMs Should Know

The Gamemaster should read through the *Rules Book* and look over the *Hero Folders* before reading this book. Also, take a look at the *Game-master Screen*. It summarizes the rules of the game and provides some handy reference tables. We recommend that you try the Skirmish Scenario in the *Rules Book* before moving on to the adventures in this book.

Preparing to Play

By this time, you've read everything we asked you to and you've set a time for your first session. Your friends are on their way over to play. Now what?

First, pick a location that has enough flat surfaces for everyone to roll dice and write things down when they need to.

Make sure there are refreshments for everyone, because fighting hordes of Zergs can be thirsty work. It's a good idea to have everyone who's playing share in the expenses by bringing something to share.

Set up your *Gamemaster Screen*, game books, pencil, and notepaper in a spot that allows the other players to see and hear you but doesn't encourage them to look over your shoulder.

Have each player choose a *Hero Folder* and give them a few minutes to pick skills and read through the material.

Start with the Skirmish Scenario in the *Rules Book*, then move on to "Adventure 1: Special Delivery" in this book.

Between Scenes

Each of the three adventures in this book is composed of scenes during which the story takes a turn in a certain direction. The scenes are meant to be played in order, but it's not necessary to move immediately from the conclusion of one scene to the beginning of the next one.

You can allow the players to take some time between scenes for their heroes to briefly discuss what they want to do next. This is also a good time for heroes to use their skills to heal each other. Remember, any stun damage a hero suffers disappears at the end of a scene—but wound damage remains, unless the heroes use some means to heal themselves. Don't let these interludes between scenes drag on for too long, but give the heroes the time they might need to regroup before going on with the adventure.

Improving the Heroes

Adventures are learning experiences for heroes. Heroes get better with each adventure they survive, and this is reflected by higher skill scores.

At the end of each adventure (starting with the Skirmish Scenario), decide how well the heroes did and award them achievement points.

▶ If the heroes completed the adventure and defeated the villains in spectacular fashion, give each hero 3 achievement points.

▶ If the heroes completed the adventure but had a few problems of their own creation, give each hero 2 achievement points.

▶ If the heroes survived but weren't able to complete the adventure (they retreated, for example), give each hero 1 achievement point.

▶ If the heroes failed completely (for instance, were killed or rendered unconscious), don't award any achievement points.

Spending Achievement Points

Between adventures, players can spend achievement points to improve their heroes. Here's how:

▶ **Increasing a Specialty Skill Score.** A player can spend 1 achievement point to increase a specialty skill score by 1 point. (Broad skill scores can't be increased.)

No specialty skill score can be increased by more than 1 point between adventures.

▶ **Buying a New Skill.** A player can spend 2 achievement points to purchase a broad or specialty skill her hero doesn't have. The player selects a new skill from the list in the *Rules Book* or on the *GM Screen*.

Only one new skill can be purchased between adventures.

A new broad skill has the same score as the ability it is related to.

A new specialty skill has the same score as its broad skill, plus 1.

▶ **Increasing an Action Check Score.** A player can spend 3 achievement points to increase his hero's action check score by 1 point.

An action check score can't be increased by more than 1 point between adventures.

Players can decide to store up achievement points rather than spending them right after they are awarded.

If your players want to go beyond the levels indicated in this game, try the complete ALTERNITY game, as detailed in the *ALTERNITY Player's Handbook* and *Gamemaster Guide*.

Gamemaster Characters

You control all of the characters in the game other than the heroes. Explain to the players whenever you take on a role so that they know you are speaking as a character and not the GM.

If you want to have some fun with playing GM characters, adopt a different voice for every character. Speak slower for some, louder for others. Use accents if you're even a little good at it, or an older voice, or a deep voice, or a squeaky voice, depending on the character.

You don't have to do this, of course. Just informing the players that you're playing a role is sufficient. But the game can be a lot more fun for everyone if you add touches like these.

Adventure 1: Special Delivery

The heroes get assigned a mission to infiltrate a space station that has been overrun by Zergs and destroy it. No problem for a group of hard-edged Marines!

Background

The heroes are assigned to General Jim Raynor, commander of the Alliance. They are a quick-response team skilled in infiltration, investigation, and combat. Raynor uses them as a first line of defense not only against Zerg aggression, but also for actions taken by rogue Protoss and Terran elements. The heroes have been selected for this team because of their skills, and also for their ability to adapt to constantly changing circumstances. "Failure" is not a word associated with this team.

Their first mission takes them to Dylar Station, located in orbit around the planet Dylar IV. Dylar Station serves as a refueling depot as well as a listening post for the Koprulu sector—that is, it was until Zerg forces overran the station.

The heroes assemble in a ready room at Alliance headquarters to receive their briefing from General Raynor. Read the section below to the players; Raynor's briefing gets the heroes right into the action.

"Greetings, troopers. The Alliance needs your help in neutralizing the Zerg presence on Dylar Station, one of four stations the Zerg have overrun during the past week. The Terran Orbital Stations are designed to keep us informed about happenings in the Koprulu sector. Well, Kerrigan and her Zerg minions have virtually blinded us to what she is doing in the coreward part of Koprulu. I'm afraid this is just the start of another Zerg buildup prior to an invasion.

"We've got to nip this in the bud. Your primary mission is to infiltrate Dylar Station, attach a tactical cold-fusion nuke to the core reactor, and evacuate before it blows up. You'll have fifteen minutes, which should be plenty of time—it's not a big station. The Dropship's shielding will protect you, as long as it isn't still docked with the station.

"Your secondary mission is to find the station commander's surveillance logs and bring them back or destroy them. We don't absolutely need them, but we don't want the Zerg decoding them, either.

"You'll be transported to Dylar Station aboard a Dropship specially modified with cloaking technology. Once on the station, the nuke must be connected to the core reactor of the station. I can't stress that enough. Anywhere else just won't cut the space gas. We believe the station is full of Zerglings and Hydralisks, so be ready for anything. Good luck. I'll see you when you return."

Scene 1: Welcome to Dylar Station

The heroes travel to Dylar Station on a modified Dropship called *Sleepwalker*. *Sleepwalker's* cloaking technology makes the trip uneventful. The ship is fully automated, and the docking process is preprogrammed. However, the heroes see the effects of Zerg infestation as the Dropship approaches the station. Read:

The station obviously has taken some damage, but more horrifying is the metamorphosis it has undergone. The station appears organic in nature. The rough outline of the Terran-built station still exists, but Zerg Creep (a kind of organic growth) covers most of it now. You can only guess at the function of some of the strange protuberances you see as the Dropship heads toward the docking platform.

After an uneventful landing on the docking platform (area 1A on the map on page 7), the ship uncloaks. The force field airlock deactivates as *Sleepwalker* docks, then reactivates to protect the dock from the cold vacuum of space.

Have the players state which hero is carrying the nuke before they exit the Dropship. Then, as the heroes leave *Sleepwalker*, read:

As you step down from the extended plank of the uncloaked *Sleepwalker*, you get your first glimpse of the station from the inside. The view is much different in the docking bay than it appeared from outside. There are signs of Zerg infestation, but not to the degree that was evident on the exterior of the station. A faint guttural hissing can be heard nearby, and suddenly the platform in front of you rises.

Four Zerglings and a pair of Hydralisks ride the platform up from the lower docks, and none of them are wearing Alliance aggression inhibitors. They immediately move into combat positions.

What are you going to do?

The Zerglings and Hydralisks come from beneath platform 1B. These aliens represent the main security force for the station, stopping intruders as they disembark from the docking bay area. Their orders are to stop all unauthorized beings from entering or leaving the station.

At this point, the heroes have two choices: bluff their way past the Zerg or initiate combat.

Bluff

This requires one hero to tell a convincing story and make a successful Interaction check (none of the heroes have the deception specialty skill this early in their careers). Listen to the heroes' bluff and decide if it's a convincing bluff or an obvious lie. A good bluff provides a -2 bonus (-d6), while a poor bluff gives the heroes a +2 penalty (+d6). Only one hero

makes a skill check; it should be the hero who takes the lead in the bluff attempt.

If the skill check fails, the Zerg don't buy the line the heroes are feeding them. Proceed to "Combat" to see what happens next.

If the skill check succeeds, then the Zerg do not attack immediately. If the heroes act quickly, they use the Zerg's delay to attack with surprise on their side (gaining a -1 step bonus to all attack rolls in the initial round of combat). Or they can move past the Zerg and gain access to the station (proceed to Scene 2). If the heroes hesitate, however, the Zerg grow suspicious and attack the intruders; proceed to "Combat."

Hydralisk

(See page 42 in the *Rules Book* for the full description of a Hydralisk.)

Durability

Stun 11 ○○○○○○○○○○○○
Wound 11 ○○○○○○○○○○○○

Action Check Ordinary

Attacks

Claws	A	G	O
Skill Score	1-3	4-6	7-12
Damage	d4+2w	d4+1w	d4w

Needle Spines

	A	G	O
Skill Score	1-2	3-5	6-11
Damage	2d6+3w	d6+3w	d6+1w

Defenses Carapace d4+1

Zergling

(See page 48 in the *Rules Book* for the full description of a Zergling.)

Durability

Stun 9 ○○○○○○○○○○
Wound 9 ○○○○○○○○○○

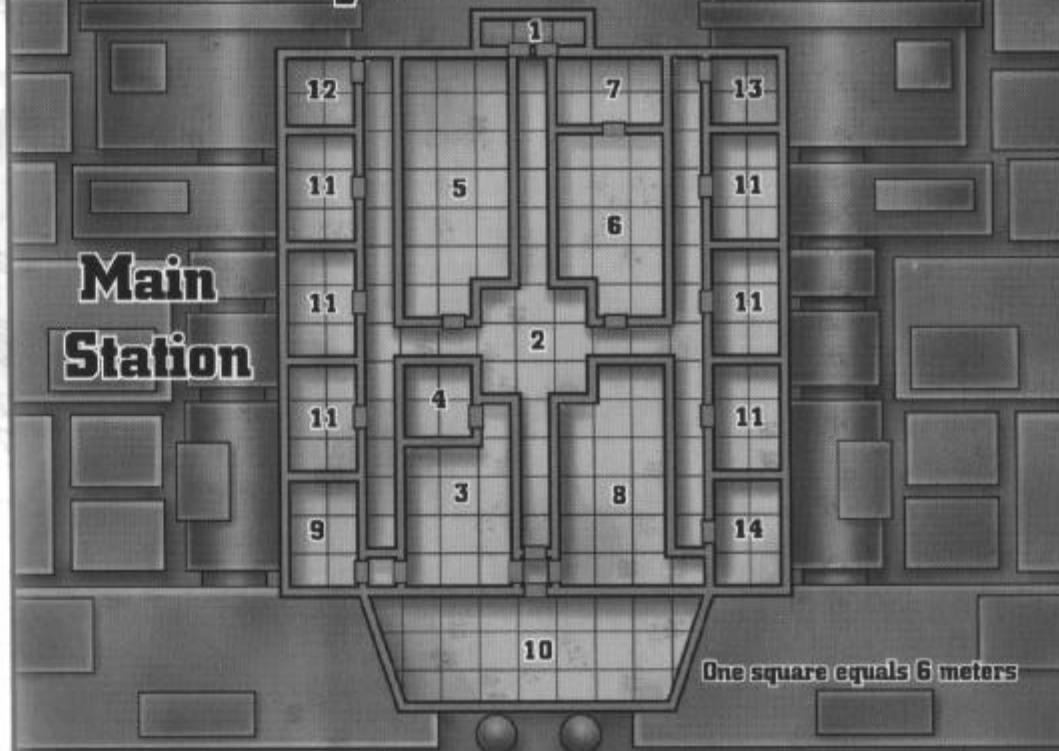
Action Check Ordinary

Attacks

Claws	A	G	O
Skill Score	1-2	3-5	6-11
Damage	d4+2w	d4+1w	d4w

Defenses Fast +1 step penalty to attacker

Dylar Station



Using Sleepwalker

A clever player might realize that *Sleepwalker* can fire at the Zerg. By using his or her action in a round, a hero can board *Sleepwalker* and grab the controls. Every round thereafter, that hero may make a Vehicle Operation—air/space check to target and fire at a Zerg. If successful, *Sleepwalker's* weapon eliminates one Zerg.

Combat

As soon as either side makes a hostile action, call for action checks. Have each player make an action check for his or her hero. The Zerg act in the Ordinary phase.

The Zerglings try to team up against targets, two Zerglings focusing on one hero. The Hydralisks prefer to stand back and fire needle spines for a few rounds before charging in with their claws.

The docking bay is an open area, so there is no cover except for *Sleepwalker* itself. Heroes can use their actions in the first round to get behind the Dropship and achieve either medium cover (if they want to return fire) or full cover (if they want to stay out of the fight).

The Zerg fight until killed; they do not retreat or surrender. If the heroes defeat the Zerg, they may proceed into the station.

Aftermath

There is not much in the docking bay for the heroes to explore. The Control Room (area 2) would normally have personnel monitoring spacecraft traffic to and from the station, but is currently empty. There is a Supply Room (area 3), but all of its shelves are bare.

Proceed to Scene 2 when the heroes board the elevator (area 4).

Scene 2: Checkpoint Zergling

Once the heroes are inside the station, they must make their way to the reactor room to plant the nuke. They have to do some exploring, but they should easily be able to navigate the station. Life support is functional, and the station is dimly illuminated. The dim lighting and the natural luminescence of the Zerg Creep create an eerie, shadowy feel to the station.

Once the elevator doors slide open, the heroes are on the main level of the station (area 1). Read the following:

The Zerg Creep has started to superimpose itself over the existing framework on this level of the station. Alien growths cling to the steel and plastic interior of the station. A hallway stretches before you, and you hear a clicking and whining noise in the distance.

When the heroes get close to area 2, continue the narrative:

You see a guard station straight ahead, and the clicking noise has become much louder. The noise comes from a group of Zerglings positioned at the guard station. They leap over the guard desk and move toward you.

What do you do?

Eight Zerglings move toward the heroes to attack. The heroes have one round of free ranged attacks before the Zerglings get close enough to use their claws. After that, the remaining Zerglings engage in close-quarter combat with the heroes. They work in pairs, with two of them focusing on one target whenever possible. The Zerglings attack until killed or victorious.

Zergling

(See page 48 in the *Rules Book* for the full description of a Zergling.)

Durability

Stun 9 ○○○○○○○○○○
Wound 9 ○○○○○○○○○○

Action Check Ordinary

Attacks

Claws	A	G	O
Skill Score	1-2	3-5	6-11
Damage	d4+2w	d4+1w	d4w

Defenses Fast +1 step penalty to attacker

The Security Terminal

Once the Zerglings are defeated, the heroes notice that the computer terminal at the guard station is fully functional. If a hero makes a successful Knowledge skill check, he or she calls up a map of the station. Show the players your map. Now they know exactly where to find the reactor room (area 8).

The players can secure any of the doors on the station from this terminal. This requires a Knowledge—computers skill check. All of the doors are currently set to open automatically when approached; the heroes may choose to lock the doors if the skill check succeeds. A failed check prevents this and alerts the Zerg on the bridge (area 10) that there is something going on.

Key to the Station

The heroes must deliver the nuke to the reactor room, hook it directly to the reactor core, and leave the station before it detonates in 15 minutes. The heroes may decide to proceed directly to the reactor core, plant the nuke, and attempt to escape, but you should remind them that General Raynor wants the station commander's logs. This might give them incentive to look around before they blow the station up.

1. Elevator

This is where the heroes enter the station's main level.

2. Guard Station

This is the main security station. See Scene 2 for details.

3. Briefing Room

A conference room for station personnel, it's now empty.

4. Supply Storage Alpha

This locked room has not been opened by the Zerg. A successful Knowledge-computers skill check using the terminal at the guard station opens this door, but the check receives a +1 step penalty (+d4).

The room appears to have been depleted before the Zerg arrived, but a few items remain. There's a gauss rifle ammo clip (21 shots), a gauss pistol clip (15 shots), two doses of combat stimulant (one dose immediately removes all stun damage), and a first aid kit.

5. Sick Bay

The Zerg have removed anything of use from this room.

6. Mess Hall

This dining area is completely overrun with Zerg Creep. This room is destined to become a nest for a smaller Overmind once the Zerg fully infest the station, as well as a larva spawning area.

7. Kitchen

This food preparation area has been overrun by the Zerg Creep and nothing is useful or functioning.

8. Reactor Core

See Scene 3 for more details on this area.

9. Communications Room

This room served as the main communications network for the station, and the hub of the station's listening duties for this region of space. This area remains intact and functioning. If the heroes enter this area, read:

The instruments in this room continue to function despite the devastation inflicted on the station. Banks of computers and sensor read-outs hum softly as they go about their assigned tasks. More of a surprise, however, are the three Terrans working diligently here. They turn to face you as you enter the room. They appear to be in poor shape, showing a mix of confusion and terror in their eyes.

Suddenly, from a dark corner, a Terran emerges. He's a horrid-looking man with a rough carapace of skin and two deadly-looking organic blades protruding from the small of his back. He cackles with sadistic delight, shouting a guttural cry, "I live for the swarm!"

What do you do?

Call for action checks. The man before them is an Infested Terran. He attacks immediately, using his blades as weapons. He detonates himself in the Marginal phase of the third round, or when he is reduced to 0 wounds. Knocking him out by reducing his stuns to 0 doesn't cause him to explode.

If the Infested Terran detonates, the explosion severely damages the communications equipment and possibly the heroes! Anyone within 2 meters of the explosion suffers d6+4w; someone who is within 6 meters suffers d6+2w; and someone within 10 meters suffers d6w. In addition, roll d6+2w for each Terran captive. A Terran captive dies if he or she suffers 7 or more wounds.

Note: For this encounter, it's important for the players to describe exactly where their heroes are in relation to the Infested Terran. Assume that the Terran remains in the northern one-third of this room, which means that the door in the southeastern corner is more than 10 meters away from it. Any heroes who are located next to the door when the Infested Terran explodes will not be damaged by the explosion; others who are closer will take some damage (which might be offset by their armor).

If the heroes eliminate the Infested Terran, they have a new situation on their hands as their mission becomes a rescue. Getting the remaining Terran captives to safety scores major kudos from General Raynor. The Terrans have the station commander's logs. If asked, the Terrans reveal their lives were spared so they could decode the logs for the Zerg—something they've been doing very slowly.

The rest of the station, they report, is lightly staffed with Zerg; most went to the planet's surface a couple of days ago. Zerg reinforcements, however, are due any day now. If the heroes wonder why the Zerg were interested in the commander's logs, the Terrans reveal that the Zerg suspected something of great importance was on the planet below.

Deciphering the station commander's logs will take days. But if anyone makes a successful Knowledge-computers skill check, that hero can download information on recent Zerg activities with respect to their interest in the planet Dylar IV. (This information, when turned over to Raynor, becomes a special boon in the second adventure.)

Infested Terran

(See page 43 in the *Rules Book* for the full description of an Infested Terran.)

Durability

Stun 11 ○○○○○○○○○○○○
Wound 11 ○○○○○○○○○○○○

Action Check Marginal

Attacks

Claws	A	G	O
Skill Score	1-3	4-6	7-12
Damage	d4+2w	d4+1w	d4w

Defenses None

10. Main Bridge

Much of the equipment in this area has been completely destroyed, and the main viewport is beyond repair. This room now serves as a Zerg den, home to three hydralisks. They attack any heroes who enter the room and fight to the death.

Hydralisk

(See page 42 in the *Rules Book* for the full description of a Hydralisk.)

Durability

Stun 11 ○○○○○○○○○○○○
Wound 11 ○○○○○○○○○○○○

Action Check Ordinary

Attacks

Claws	A	G	O
Skill Score	1-3	4-6	7-12
Damage	d4+2w	d4+1w	d4w

Needle Spines

	A	G	O
Skill Score	1-2	3-5	6-11
Damage	2d6+3w	d6+3w	d6+1w

Defenses Carapace d4+1



11. Personnel Room

Basic living quarters for the station personnel. The Zerg infestation of these areas is well in hand.

12. Commander's Quarters

The commander's living space, it has succumbed to Zerg infestation.

13. Supply Storage Beta

This supply room once held many of the basic staples to keep the station running. It is now barren, except for the presence of not only the Zerg Creep, but also two eggs. Slight movement can be seen within the translucent eggshells.

14. Recreation Room

This area was the general R&R area for the station's personnel. This room now lies barren except for the presence of the Zerg Creep.

Scene 3: Delivering the Package

The heroes must set the nuke in the station's reactor core, area 8. Access to the room is easy enough, and the reactor and its controls are not hard to miss. Once inside, the heroes can connect the cold-fusion nuke to the reactor controls with little difficulty. Once the nuke is attached, read:

With the cold-fusion nuclear device securely attached to the station's core reactor, you activate the timer. A display reads 15:00, giving you time to leave the station. But before you turn to go, an alert sounds from the reactor computer: "Attention! Critical fault! Evacuate immediately! You have five minutes to meltdown!"

A quick check indicates that the core reactor was damaged by the Zerg assault on the station. Connecting the nuke has triggered imminent destruction.

What do you want to do?

Quick Exit

With the reactor spiraling out of control, electrical explosions are occurring all over the station. Klaxons sound, and automated alerts issue from unseen speakers telling all personnel to evacuate.

From this point on, keep track of how many actions the heroes take. They have 12 rounds to board their ship and fly it out of the station. Use the time track provided here to keep a running tab. If the heroes aren't off the station by the end of the 12th round, the station explodes and kills the Zerg and the heroes.

Time Track

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12)

Elevator Malfunction

If the heroes run, they reach the elevator in 1 round. It takes 2 rounds if they walk.

The elevator has stopped functioning due to the reactor overload. A successful Technical Science-*repair* skill check is needed to get the elevator working long enough to deposit the heroes in the docking bay. Each attempt takes 1 round (though more than one hero with the skill can try in the same round). Plus, it takes 1 round for the elevator to travel from the main deck to the docking bay.

Trouble in the Docking Bay

Once the heroes get to the docking bay, read:

With precious seconds ticking away, the doors to the elevator open to reveal the docking bay. Malfunctioning instruments shower the bay with sparks. The force field airlock is still in place, and *Sleepwalker* sits on its platform.

Suddenly, from a patch of Zerg Creep in front of *Sleepwalker*, three Hydralisks spring out from their burrowed hiding spots. Their eyes glow red with seething hatred. They move toward you.

What do you do?

The Hydralisks attack in the Amazing phase of the first round of combat due to surprise. In following rounds, they act in the Ordinary phase.

The heroes need to dispatch the Hydralisks quickly, as the station literally falls apart around them. The heroes can choose to fight a running battle, trying to circumvent the Hydralisks to board *Sleepwalker*. If the heroes do this, the Hydralisks receive a -1 step bonus (-d4) in combat.

As before, players might think to use *Sleepwalker's* weapons to eliminate Hydralisks. Remember to mark each round as it goes by during the battle.

Hydralisk

(See page 42 in the *Rules Book* for the full description of a Hydralisk.)

Durability

Stun 11 ○○○○○○○○○○○○
Wound 11 ○○○○○○○○○○○○

Action Check Ordinary

Attacks

Claws	A	G	O
Skill Score	1-3	4-6	7-12
Damage	d4+2w	d4+1w	d4w

Needle Spines

	A	G	O
Skill Score	1-2	3-5	6-11
Damage	2d6+3w	d6+3w	d6+1w

Defenses Carapace d4+1

Exiting the Docking Bay

Once the heroes board the ship, they have little time to get out of the station before it explodes. The automated pilot requires 4 rounds to leave the docking bay and clear the station. If the heroes want to go faster, a living character must take the pilot's chair.

The pilot must make a Vehicle Operation—air/space skill check. The degree of success determines how fast the pilot gets the Dropship to move: an Ordinary success takes 3 rounds to exit the station, a Good success takes 2 rounds, and an Amazing success takes 1 round.

Any successful check means the hero pilots *Sleepwalker* through the falling debris and flies clear of the station.

An unsuccessful check means that the engines stall and the hero must try again. Mark off 1 round.

The Station Explodes

When the time counter reaches the end of the 12th round, the station's reactor core detonates. If the heroes are still inside the station, they die in the explosion.

Otherwise, the tremendous blast reduces the station to pretty sparkles in the darkness of space that quickly fade away as the heroes watch from the safety of the fleeing Dropship.

Ending the Adventure

The adventure ends when the heroes leave the station. Dylar Station explodes behind them, eliminating the infested Zerg presence. The heroes receive high praise from General Raynor for accomplishing their mission.

In addition to the normal award for completing the adventure, give the heroes 1 extra achievement point each if they rescued any of the Terran captives from the station.



Adventure 2: Scavenger Hunt

This time the heroes head down to the surface of Dylar IV to try to find out what has the Zerg so interested in the planet. What they discover isn't Zerg at all—it's Protoss!

Background

The heroes gather at the order of General Jim Raynor, who needs their help again. This time they're going to Dylar IV to investigate strange happenings on the surface of the planet. General Raynor personally briefs them on their mission. Read:

"Greetings, troopers," General Raynor says as he enters the briefing room. "Your damn fine efforts at Dylar Station severely hampered the Zerg operating in our territory. But we've discovered another situation.

"Just before the detonation of the station, we picked up coded transmission from Dylar Station to an unknown Zerg source on the planet below. From what we've been able to piece together from the transmission and the details you brought back, the Zerg took over Dylar Station because they were looking for something on the planet. Now, if we translated their transmission correctly, we think they found what they were looking for.

"Since you are our resident experts on Dylar IV, we need you to go back there and see what's going on. Good luck, troopers."

Scene 1: Planetfall

The heroes once again climb aboard the modified Dropship *Sleepwalker* and head for Dylar IV. This time two Wraith fighters escort them, and if pilot Julian Byrne is among the heroes, he gets to fly the ship manually. The Dropship carries a modified Arclite Siege Tank, to be used as transport once the heroes land on the planet.

The trip to Dylar IV is uneventful. Time passes. As *Sleepwalker* and its escorts near the mysterious planet, the Dropship receives an incoming message. Read the following text out loud to the players:

As you barrel through space toward Dylar IV aboard the transport, the communication panel lights up. It's General Raynor, and he looks disturbed.

"We've finished decoding the Zerg transmission," Raynor tells you. "It seems that the Zerg aboard the station were upset with the exploration force for not reporting in. In fact, they hadn't been heard from in two days. Something may have happened to the Zerg on the planet. We have the coordinates of their last known position, and we're loading that into your navigation console. Be wary, soldiers, and watch each other's backs down there. Raynor out."

Planet Details

Dylar IV is an inhospitable desert planet with a thin oxygen-nitrogen atmosphere that allows movement on the planet without the immediate need of space suits or respirators. The transmission was beamed to coordinates in a rocky region of the planet. The terrain makes it difficult to safely land the Dropship. The heroes' best bet is to park the Dropship in a relatively clear spot about 2 kilometers from the transmission coordinates. They can then use the Siege Tank to travel across the broken terrain. Make sure they designate one hero as the tank's driver. The Wraith fighters remain near the Dropship, keeping guard until the heroes return.

Arclite Siege Tank

Durability

Stun 14 ○○○○○○○○○○○○○○○○○○○
Wound 14 ○○○○○○○○○○○○○○○○○○○

Weapons

Twin 80mm Cannons A G O
Damage d12+6w d12+4w d12+2w

Defenses Armored Hull d8+4

The Minefield

As the heroes rocket across the broken terrain in the Siege Tank, they begin to see signs of some kind of settlement on the horizon. Read:

In the distance you can see some kind of structure looming above the rocks and crags. It's still too far to see details, but it nevertheless appears impressive and alien in nature.

Suddenly an explosion rocks the tank. The ground beneath you erupts with a powerful blast that sends the vehicle into an uncontrolled spin. You're sliding through some kind of minefield as unseen bombs explode all around you!

The player whose hero is driving the Siege Tank needs to make a Vehicle Operation—*land* check to regain control of the tank. He or she can make a Dexterity ability check if the hero doesn't have the skill. The result of that check indicates how much damage the tank suffers as it slides out of control through the mine field. Note that you shouldn't make an armor check for damage sustained in the mine field.

Vehicle Operation—*land* or Dexterity Check

Amazing success: The hero brings the tank to a halt just beyond the limits of the minefield. The hero's expert driving can't keep the tank from getting severely damaged, but it does keep character damage to a minimum. Each hero takes d4 wounds; armor checks can reduce this.

Good success: As above, except the heroes take d6 wounds each.

Ordinary success: As above, except the heroes take d8 wounds each.

Failure: The hero can't regain control of the tank. It flips and rolls to a stop just beyond the limits of the minefield. The tank is severely damaged, and each hero takes d6+4 wounds; armor checks can reduce this.

Critical Failure: A massive explosion rips through the tank, and it flips over and rolls to a stop within the minefield. The tank is a total loss, and each hero suffers d8+4 wounds in the crash. Armor checks can reduce this damage. The heroes must walk out of the minefield. Luckily for them, none of them is heavy enough to set off any explosions (but don't tell the players that!).

The Lurkers

The Siege Tank has suffered massive damage. If the hero driving the tank made a successful check, the tank can't be driven but the twin cannons still work. If the hero got a Failure result, even the cannons are inoperative.

After passing through the minefield, the heroes are ambushed by a pair of Zerg Lurkers. Call for action checks at this point. In the Amazing phase of the round, the Lurkers attack. Read:

A strange sound fills the air. It seems to be coming from the ground itself. Suddenly the rocky soil explodes, and you are showered with dense spines. You're under attack! It can only be a Lurker, a specially evolved Zerg that burrows underground and fires rippling spines. A second explosion follows directly after the first. There are two of them!

Determine two targets and make attack rolls for the Lurkers. Allow any heroes who made Amazing action checks to take their actions, then calculate damage for the phase. Finish out the round. In the second round and thereafter, the Lurkers act in the Good phase.

Lurker

(See page 44 in the *Rules Book* for the full description of a Lurker.)

Durability

Stun 12 ○○○○○○○○○○○○○○○○○
Wound 12 ○○○○○○○○○○○○○○○○○

Action Check (Amazing) Good

Attacks

Subterranean Spines	A	G	O
Skill Score	1-2	3-5	6-11
Damage	2d6+4w	d6+4w	d6+2w

Defenses Burrowed +2 step penalty to attacker

The Lurkers won't communicate with the heroes; they fight to the death. Upon dying, a Lurker surfaces from its burrow.

Alien Device

If the heroes check the bodies of the dead Lurkers, they discover a small, glowing device affixed to one of them. A successful Knowledge or Technical Science check reveals that it is some sort of transmitter. (Note that the use of the Technical Science skill receives a -2 step bonus; the hero rolls d20-d6.) The device is one of the three "keys" necessary to unlock the Protoss vault in the Main Storehouse (area 5) in the city ruins. It resembles a black wedge of superhard plastic that glows with an internal light.

Once the heroes head for the city ruins, proceed to the next scene.

Scene 2: The Ruined City

After navigating the minefield and defeating the Lurkers, the heroes have a clear path to the distant structure. It seems to be at the exact coordinates the heroes are trying to reach. As the heroes approach the structure, read the following text aloud:

You ascend a small hill and are greeted by an impressive sight—the ruins of an ancient, alien settlement. Tall buildings loom over the bleak landscape, and have probably done so for thousands of years. Many of the buildings are no more than upright heaps of rubble. A few, however, have weathered the centuries well; they look as though they could still be inhabited.

The layout of the settlement is easy to take in as you approach. A massive structure stands at the center, flanked by six smaller buildings—or, more accurately, the remains thereof.

Three broken-down statues stand close to the center structure, all in a row. One of these statues has fared better than the other two. It depicts an alien species that has many similarities to the Protoss.

What would you like to do?

The descriptions that follow are keyed to the map of the ruined city (see page 23). If the heroes contact the Wraiths, the fighter pilots assure them that they can pick them up as soon as they call. In the meantime, the heroes should complete their mission.

1. The Statue

If the heroes examine the statue, read this aloud:

This statue is impressive, standing well over 5 meters tall. Even though it has stood here for countless ages, it might have been sculpted only recently. A plaque at the foot of the statue contains writing that none of you can read. It resembles the Protoss language, but seems to be an ancient version of it. Three small indentations, about the size of a person's fingertips, are visible in the front of the plaque.

This statue represents an ancient Protoss Templar. (The other ruined statues once represented the Khalai and Judicator castes.)

The indentations in the front of the plaque are indeed finger holes. Should any of the Terran heroes place their fingers in the holes, nothing happens. If a Protoss hero touches the three holes simultaneously, read the following text to that hero's player:

Protoss City Ruins



One square equals 15 meters

As you place your fingers into the indentations, everything goes dark. You suddenly find yourself inside a vision, looking upon a small Protoss settlement, though the Protoss appear to be from an earlier time. It seems to be a mining facility. The Protoss move about, harvesting shining blue crystals from the otherwise barren soil. A strange-looking device moves about in the middle of the settlement. The smooth black cylinder features random appendages that move constantly. Lights flash off and on as the device juts about the settlement. Then, just as suddenly as the image entered your mind, it is gone.

The statue is a storage device. It holds a history of this ancient Protoss settlement. The other statues are nonfunctional, and any attempts to repeat the vision with the functioning statue fail.

2. The Temple

If the heroes enter this building, read the following aloud:

As you open the doors to this building, a strong waft of musty air escapes, as though these doors have not been accessed in a long time. Inside, you see the remnants of seats facing a great raised platform. On the platform is a statue of a massive alien being, its arms stretched toward the seats. It seems to be holding a glowing, wedge-shaped device of some kind.

This building served a temple for the ancient Protoss. The statue represents an ancient, long-forgotten deity. The glowing device is another alien transmitter. The heroes need this item to gain access to the Main Storehouse (area 5). The statue securely holds the glowing device in its cupped hands. Tell the heroes that it looks as though any attempt to free the device will damage or destroy it.

If someone is carrying the first device (the one taken from the Lurker) and gets within 1 meter of the statue, both devices begin to glow brightly. A hum begins deep within both devices, and it gets louder the closer the two devices get to each other.

If the first device touches the second, read:

A great grinding noise begins to emanate from the statue as its cupped hands begin to move apart. Time has taken a toll on the statue, however, and the hands only move a few centimeters. The grip around the glowing device has loosened, but the hands have not moved far enough to completely free it.

The heroes can now safely attempt to dislodge the device without danger of damaging it. Any hero can attempt to push the arms apart once by making a Strength check. Any success indicates that the arms move and the device is freed.

If the two devices are brought in contact, the glow intensifies for a moment and then dims as the two parts merge. It now looks like a small, black pyramid that is two-thirds complete. There is still one additional piece needed to complete it and form the Storehouse Key.

3. Room of Colors

When the heroes enter this building, read:

The walls of this small building are lined with many devices that resemble terminals. Most appear dark and nonfunctional. In the far corner, however, one terminal shines brightly.

It's more than a terminal; it seems to be a projection device as well. A large orange sphere of translucent light, about 25 centimeters in diameter, is projected from the terminal. The sphere hovers above the terminal, though it is more than just a projection of color and light. It has substance and takes up space. The sphere surrounds an object that glows softly. On the console beneath the terminal you see three buttons—one red, one yellow, and one blue.

The orange sphere contains the third device necessary to create the key that opens the vault of the Main Storehouse (area 5). The sphere is a containment field, which holds the last piece of the key until the proper combination of buttons is pushed. Two buttons have to be pushed at the same time on three different occasions. The puzzle that the heroes need to solve is exactly which combination of buttons to push when.

The color of the sphere is the only clue. If a hero pushes the red and yellow buttons at the same time, the orange sphere dissolves to reveal a smaller green sphere of light. The object inside the containment field can now be seen much more clearly, but it is still trapped inside.

A hero now needs to push the yellow and blue buttons at the same time. Once this is done, the green sphere dissolves to reveal an even smaller sphere of purple light.

If a hero then pushes the red and blue buttons at the same time, the purple sphere fades away, leaving the glowing object floating above the terminal. It may now be acquired.

Pushing buttons in the improper sequence delivers a jolt of d4s to anyone within two meters of the sphere. Armor doesn't protect against this damage. Whenever the device delivers its damage, it automatically resets the sequence (displaying a large orange sphere once again), so that the heroes have to start over.

If the newly acquired object is brought in contact with one of the other objects, the glow intensifies for a moment and then dims as the two parts merge. When all three devices are found and merged, the key is

complete. It resembles a black pyramid that glows from some internal energy source.

4. Ruined Forum

If the heroes enter this area, read:

This building has a raised dais at the center surrounded by seats arranged in stadium style. The building has sustained much damage. Blast holes litter the walls, and some walls have crumbled completely.

A foul stench fills this building, and the remains of a small Zerg force litter the area. A large black cylinder lies on its side amid the rubble and slain Zerg troops.

The Zerg were members of the unit originally sent down from Dylar Station. The black cylinder was an automated Protoss sensor/defense array. If any of the heroes activated the "playback" feature of the ruined statue in area 1, tell that hero that this object looks very much like the black cylinder observed in the vision.

A successful Investigate-search check reveals some basic Zerg communication and recording equipment on the bodies, as well as some undamaged components of the Protoss robot. These items can be taken back for study by the Alliance.

5. Main Storehouse

When the heroes investigate this building, read the following text aloud:

This is the largest structure in the ruined city, and perhaps the most unusual one. Its pyramid-shaped contours cast shadows on the rest of the ruins. If not for the small dunes of sand and dirt that have collected around the building over the centuries, it might have been built within the last year.

The building has no visible doors or other openings. Rather, a large, bubblelike section juts from one side. Near the base of the bubble, at about 2 meters above the ground, is a square indentation whose four sides taper to a point about one-third of a meter inside the hole.

This building served the ancient Protoss as a cultural storehouse; they kept various items locked inside the extremely secure building. The indentation is a keyhole of sorts. The only way the vault opens is if the combined pyramid device is inserted into it—apex inward.

If the heroes haven't assembled the device but try to insert any single piece into the indentation, they note that it fills only one-third of the in-

dentation. Only the combined three devices inserted into the indentation produces an effect. The heroes need to assemble the key by touching the three pieces together so they merge.

When the heroes insert the assembled device into the indentation, read the following text:

As soon as you place the combined device into the indentation, the pyramid begins to glow brighter than ever before. A series of whirs and clicks can be heard from deep inside. Then, after a final loud click, the bubblelike section slowly splits into two stone hemispheres and recedes into the framework of the building. At last, the mysterious structure is open.

Inside, you see numerous terminals, items, and devices. You can only guess at their origin and purpose. You have uncovered a Protoss artifact cache, perhaps one of the biggest ever found.

Your communication pad beeps. It's one of the Wraith pilots. "Anything to report?" the pilot asks.

If the heroes ask, the pilot agrees to bring *Sleepwalker* in to extract them from the ruins. It won't be easy, since there's no place to land the Dropship, but they can lower magnetic lines to lift the heroes out of there.

Scene 3: Extraction

After the heroes call for the Wraith fighters and the Dropship to pick them up, one last obstacle appears to delay them. Read:

As you await extraction, you hear a faint humming and clicking in the distance. Then the horizon shimmers, as though something cloaked has passed in front of it.

Immediately, a large black, hovering cylinder uncloaks in front of you. The cylinder advances on your position as deadly devices spring from hidden compartments.

What do you do?

This black cylinder is identical to the one found with the remnants of the Zerg force (area 4) and the one seen in the statue flashback. This model, however, is in full defensive mode. It attacks until destroyed.

Have the players make action checks for their heroes; the cylinder, a Protoss Sentinel, acts in the Ordinary phase. In the first round, it uses its laser beam attack as it moves into close-combat range. In the second and subsequent rounds, it uses its fearsome array of psionic blades.

After the Sentinel has been defeated, the Dropship arrives to extract the heroes.

Protoss Sentinel

Durability

Stun 16 ○○○○○○○○○○○○○○○○○○○○○○○○
Wound 16 ○○○○○○○○○○○○○○○○○○○○○○○○

Action Check Ordinary

Attacks

Laser	A	G	O
Skill Score	1-3	4-6	7-12
Damage	d4+2w	d4+1w	d4w

Psionic Blades	A	G	O
Skill Score	1-4	5-8	9-16
Damage	2d4+6w	d4+6w	d4+4w

Defenses Armor d6+1

Ending the Adventure

The adventure ends whenever the players call for extraction for their heroes. The heroes do not have to open the Main Storehouse to end the adventure. Of course, the information they uncover for the Alliance is more significant if they do obtain the secrets of the storehouse, but just discovering an ancient Protoss settlement is important in its own right.

The Dropship picks them up, and they return to their base without further incident.



Adventure 3: Renegades!

In this adventure, the heroes return to Dylar IV for what appears to be a joyous event. However, Protoss renegades see this as the perfect opportunity to weaken the Alliance and gain ancient artifacts to use against the Protoss leaders. The heroes must stop the renegades and hold the fragile Alliance together before the Zerg make another advance!

Background

Three weeks after the heroes return from the ruins on Dylar IV, General Raynor gathers them for another mission. Read:

General Raynor enters the briefing room, cutting an imposing image in his full military dress uniform.

"I hope you've enjoyed your break, 'cause it's time to go back to work. Yesterday, we received a communication from the Protoss. 'In the spirit of cooperation between our two species, blah, blah, blah.' No offense to our esteemed Protoss representatives! Anyway, what it boils down to is that they want access to the ruins on Dylar IV, and the Alliance is going to help them get it.

"A Protoss force will be heading to Dylar IV shortly. We need to pack up our gear and hold tight until they show up. Then we give them the keys to the place and clear out.

"The bad news is that the Alliance wants to send you folks along. You discovered the ruins—at least, you discovered it for the Alliance. The Zerg were technically there first. The Alliance feels it would be a good gesture for you to show the Protoss around the ruins, tell them how you found it, and so forth. Boring as hell, I know, but just don't talk politics, look happy, and try not to start any trouble.

"So suit up in your fancy jumpsuits, troopers—we move out in two hours. Have fun and good luck."

Scene 1: Arrival

The heroes and Raynor travel to Dylar IV as part of a small Alliance task force. The task force consists of one Battleship, two Wraiths, four Valkyries, and one Science Vessel. The trip passes without incident.

Raynor stays aboard the Alliance Battleship while the heroes board their Dropship, *Sleepwalker*, and head down to Dylar IV's surface. "You go to the surface and check over things" Raynor tells the heroes. "I have to talk to a few of our Protoss partners."

A makeshift landing zone has been established just outside a temporary fort that serves as the research camp for the Science Corps staff. Most of the scientists have cleared out of the fort, taking all sensitive materials with them. A skeleton crew of a dozen Alliance Marines remains to guard the camp.

The Alliance Camp

The heroes set *Sleepwalker* down within the landing zone. A young Marine, Corporal Kurtz, greets the heroes. Read:

"Welcome to Dylar IV," the young Marine says crisply. "Or should I say welcome back? I'm Corporal Kurtz, and I'll show you around before the ceremonies begin."

"We've been studying the Protoss site for a couple of weeks now," Kurtz explains as he leads you toward the camp. "We've found all kinds of amazing artifacts. It's almost a shame to turn the place over to the Protoss before we've finished our own studies. No offense meant to the Protoss on your team, of course."

"Here's a map of the camp," Kurtz says, handing you a computer pad. "I'll point out any places of note as we head toward the barracks."

Corporal Kurtz

Durability

Stun 8 ○○○○○○○○
Wound 8 ○○○○○○○○

Action Check Ordinary

Attacks

Gauss Pistol	A	G	O
Skill Score	1-2	3-5	6-10
Damage	d6+3w	d4+3w	d4+1w

Defenses None

Show the players the map of the fort. Corporal Kurtz answers any of their questions about the specific locations marked on the map. See the key below for details.

Energy Barrier

Before showing the heroes to their bunks, Corporal Kurtz takes special care to demonstrate the energy barrier around the camp, including how to activate and deactivate it from the gate house (area 1).

"Whatever you do, don't touch the barrier," he warns. "It's kind of like a big bug zapper, but it's meant to zap bugs the size of Hydras. Somebody like you or me touches it, and zzzzt! Taps."

Corporal Kurtz isn't exaggerating about the energy barrier. Touching the barrier while it's active inflicts 2d6+2 wounds. The barrier extends 5 meters in height. After the corporal's demonstration, he leaves the barrier disengaged.

1. Gate House

This structure houses the generator that powers the energy barrier. Operating the barrier requires a code. Kurtz provides the heroes with a guest code that can be overridden in case of emergencies.

There are three Marines in this building.

2. Guard Towers

Each of the four guard towers stands about 8 meters tall, and commands a view of one quadrant of the perimeter. Each tower has a mounted 8mm C-14 Gauss rifle, and 500 rounds of ammo. (The rifles won't stop a vehicle assault, but they'll punch holes through ground troops.) Currently, none of the rifles are loaded—the Alliance doesn't want the Marines pointing guns at the Protoss when they arrive. The ammo is locked in a storage bin. One Marine stationed at each tower has the key to his tower's bin.

There are two Marines in each tower.

3. Headquarters

This building serves as the mess hall, storage bunker, and headquarters of the camp. The huge antenna on the roof makes it clear that it's also the communications bunker. This is where the heroes can grab some grub if they get hungry.

Currently, the mess area has been rearranged to provide space for the diplomatic ceremonies.

The officer in charge, Major Berry, has an office here, but he's currently aboard the Alliance Battleship to take part in the initial meetings with the Protoss delegation.

4. Marine Barracks

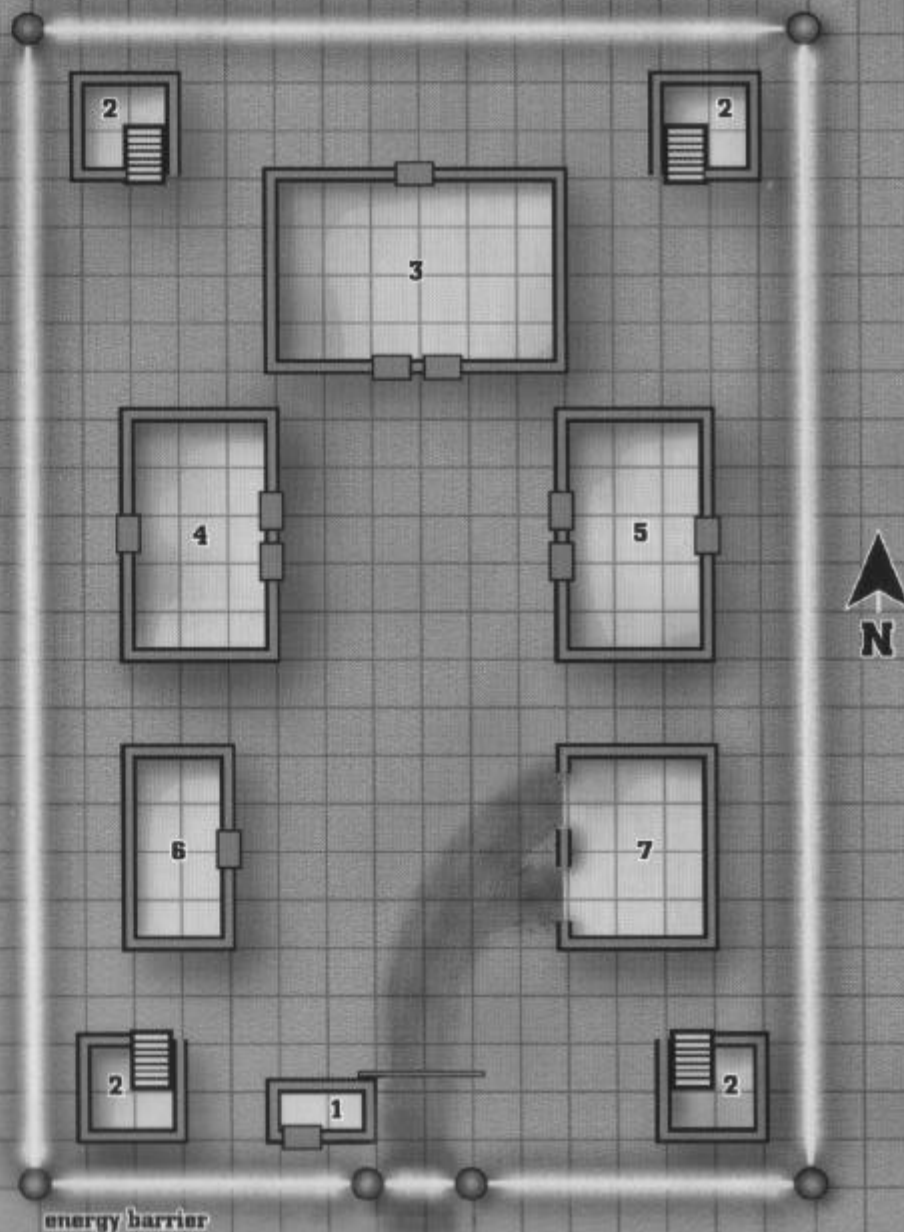
This building houses the camp's contingent of Marines. There's a latrine here, as well as a weapons rack. If the heroes feel like they need the extra ordnance, they can pick up:

- 1 suit of CMC-405 Light Combat Armor (prevents d4+1 points of damage)
- 1 25mm C-10 Canister Rifle (Ordinary d6w/Good d6+2w/Amazing 2d6+2w)
- 2 clips of C-10 25mm ammo (15 shots each)
- 2 clips of C-14 8mm ammo (21 shots each)
- 4 clips of E-9 10mm ammo (12 shots each)
- 1 mini-computer (-1 step bonus to any INT-based skill check)
- 2 flashlights

5. Scientists' Quarters

The scientists' quarters use the same floor plan as the Marine barracks. The scientists have all been moved over to the Marine barracks to make room for the Protoss.

Alliance Base



6. Research Bunker

Everything the scientists have unearthed at the ruins has been brought back here for study. The artifacts will all be turned over to the Protoss as part of the ceremony. Currently, there are various pieces of the cylindrical robot, some bits of machinery (from the ruined status's playback mechanism), and a wide variety of other finds.

Among the items here is a piece of black jewelry that the Terran scientists haven't cataloged yet. They intend to ask the Protoss if they know what it's used for. It's obviously designed to fit the head of a Protoss. If someone with psionic abilities tries it on, that hero feels a surge of mental energy—and if the hero had previously expended any psionic points, he or she immediately recovers d6 points of psionic energy. The device works once per day.

There are also seven unidentified items that can be combined to form a psionic shockwave inducer. This ancient weapon is powerful and legendary. No records of how to construct one remain, though it is rumored to have the same firepower as an Archon. The Terran scientists have no idea that the seven pieces can be combined in this manner.

Psionic Shockwave Inducer: Use 1 psionic energy point per shot (cannot be used by nonpsionic characters); damage— Ordinary d6+4w/Good d8+4w/Amazing d12+4w.

7. Motor Pool

The motor pool currently houses four vehicles: two transports, a patrol vehicle, and a long-range recon vehicle. All of the weaponry has been removed, though; the vehicles are going to be given to the Protoss as a gift, to help them with their investigation of the ruins.

Scene 2: Unexpected Guests

About 15 minutes after the heroes begin to make themselves comfortable in the barracks, a siren blares to signal the arrival of a ship. It's too early for either the Protoss delegation to be landing, but something is definitely happening outside. If the heroes go outside to look, read the following text out loud.

If they don't look, then tell them that they hear an approaching vessel, the sound of weapons fire, and explosions as the camp is pounded from above.

With a mighty roar, a Protoss shuttle falls from the sky. Unlike typical Protoss shuttles, this one bristles with armament. Antimatter missiles blast the guard towers to each side of the headquarters building, while photon blasters strafe the other two guard towers and pepper the gate house with blazing death. The shuttle circles the camp once, then lands outside the camp near the ruined gate house.

The attack by the Protoss shuttle wipes out most of the Marines still stationed at the camp. One of the eight Marines in the guard towers is still alive, though he has been badly wounded. None of the Marines in the gate house survived the attack. The energy barrier is deactivated, but still functional. Corporal Kurtz and the four scientists in the barracks are unharmed, as are the heroes. Of the four mounted rifles in the guard towers, only one remains in working order. Randomly determine which one by rolling a d4. The motor pool, the research bunker, and the headquarters building were also left untouched by the Protoss attack.

The heroes need to decide what they are going to do. Corporal Kurtz will assist them, but the scientists are useless in a fight. Each scientist has 6 stun points and 6 wound points. Ask the players what their heroes are doing, then read the following text out loud.

An imposing-looking Protoss steps from the open shuttle hatch. Four Dragoons and two Zealots, each bearing the symbol of a sword and triangle on their armor, flank the lead Protoss. "I understand that the brave warriors who secured this important fragment of my people's history from the Zerg are in this camp," the lead Protoss calls out. "I do hope we did not kill you during our enthusiastic arrival. I am Miratix, the Dark Templar. I claim this planet in the name of the true Protoss legacy! Now, will you approach me, or should I have my troops level this stinking Terran hellhole?"

Miratix, the Dark Templar

(See page 36 in the *Rules Book* for the full description of a Dark Templar.)

Durability

Stun 10 ○○○○○○○○○○
Wound 10 ○○○○○○○○○○
Psionic Energy 11 ○○○○○○○○○○

Action Check Ordinary

Attacks

Psionic Blades	A	G	O
Skill Score	1-3	4-7	8-14
Damage	2d4+6w	d4+6w	d4+4w

Psionic Bolt	A	G	O
Skill Score	1-3	4-6	7-12
Damage	d4+2w	d4w	d4s

Defenses Light Protoss Shields d4+1.
Invisibility +3 step penalty to attacker

It's obvious to any Protoss hero or GM character who the heroes ask that Miratix is a villain who must be stopped. He's doing this for himself, not for the good of the Protoss people. Throughout this adventure, the heroes can also identify Miratix's minions by the symbols of a sword and triangle on their armor.

Miratix is deliberately baiting the heroes, trying to get them to show themselves. If the heroes don't respond in some fashion after a few moments, Miratix orders his troops to secure the research bunker (area 6). He sends one Dragoon and two Zealots into the bunker, while the other three Dragoons position themselves in the camp's central courtyard. Miratix himself stands behind the Dragoons, where he can watch his troops from a relatively safe position. If the heroes attack, he becomes invisible, which makes it harder to target him.

Dragoon

(See page 37 in the *Rules Book* for the full description of a Dragoon.)

Durability

Stun 12 ○○○○○○○○○○○○○○○○○
Wound 12 ○○○○○○○○○○○○○○○○○

Action Check Ordinary

Attacks

Phase Disruptor	A	G	O
Skill Score	1-3	4-6	7-12
Damage	2d6+2w	d6+2w	d6w

Defenses Exoskeleton d6+2

Zealot

(See page 40 in the *Rules Book* for the full description of a Zealot.)

Durability

Stun 12 ○○○○○○○○○○○○○○○○○
Wound 12 ○○○○○○○○○○○○○○○○○

Action Check Ordinary

Attacks

Psionic Blades	A	G	O
Skill Score	1-3	4-7	8-14
Damage	2d4+6w	d4+6w	d4+4w

Defenses Power Suit d4+2

Scene 3: The Battle with the Renegades

The renegades have to move quickly. Their sudden attack on the base will leave the Terran and Protoss confused for a while, but eventually the armed forces of the Alliance will descend from space to destroy them. Before that happens, Miratix plans to raid the research bunker and steal as many ancient Protoss artifacts as he can.

In the meantime, the Terrans and Protoss take up defensive positions in orbit around the planet. Neither side is certain what is happening on the surface, and both sides smell treachery. However, neither side is willing to endanger the Alliance without evidence of some kind, which is just what Miratix was counting on.

While the leaders and generals talk about some peaceful conclusion, Miratix and his renegade troops can plunder the Terran science camp as they wish—at least until the heroes decide to take action. Unless the heroes have acted very quickly, the battle occurs in three stages. This scene covers the first two stages.

Battle Stage 1

The first opportunity for combat takes place in the camp's courtyard. Three Dragoons take up positions in front of the research bunker, guarding the path to the bunker's only door. These renegades fight to the death.

While this battle rages, the second Protoss squad enters the research bunker. As soon as the path is clear, an invisible Miratix follows them into the bunker.

Battle Stage 2

After the heroes defeat the renegades in the courtyard, they must attack the renegades who have commandeered the research bunker. The last of the Dragoons stations itself just outside the bunker's doorway (it's too large to enter the structure), determined to keep the heroes from entering. Meanwhile, the two Zealots position themselves inside the building, to either side of the doorway, using the frame as cover. This gives the Zealots medium cover (+2 step penalty to attackers) for as long as they can maintain this position.

The Dragoon and the Zealots fight to the death.

While the heroes battle the renegades, Miratix searches the research bunker. He quickly recognizes the pieces of the shockwave inducer for what they are and begins to assemble the powerful weapon.

When only one of the renegades remains, go to scene 4.

The Protoss Shuttle

The shuttle that brought the renegades to Dylar IV has been outfitted with an antimatter missile launcher and twin photon blasters. Two Zealots guard the shuttle and serve as its pilot and weapons officer. If the heroes overtly attack the shuttle, the Zealot pilot lifts off and fires the photon blasters at them. They won't waste either of their two remaining antimatter missiles on the heroes; they're saving them in case they have to battle the Alliance forces when they leave the planet.

Statistics for the shuttle are provided below.

Durability

Stun 14 ○○○○○○○○○○○○○○○○○
Wound 14 ○○○○○○○○○○○○○○○○○

Attacks

Photon Blasters	A	G	O
Skill Score	1-3	4-6	7-12
Damage	4d6+4w	3d6+3w	2d6+2w

Antimatter Missile	A	G	O
Skill Score	1-3	4-7	8-14
Damage	5d8+5w	4d8+4w	3d8+3w

Defenses Armored Hull d6+6

Scene 4: An Ancient God Rises

When Miratix finishes building the ancient artifact, a few noticeable things happen. First, the ancient weapon molds around the Dark Templar, appearing as dark liquid metal that covers his torso and left arm—it flows and undulates, changing shape every few seconds as flashes like stars burst within its liquid depths.

In addition to giving Miratix the ability to fire psionic shockwaves for the cost of only 1 psionic energy point, the artifact increases his defense (to d6+2). It also increases his action check to Good; while wearing the artifact, Miratix acts in the Good phase of every round.

Also, the artifact isn't completely docile. It contains a personality program that feeds Miratix's ego. It convinces him that he has been transformed into a Protoss of old—a psionic god made manifest!

As soon as only one of Miratix's renegades remains standing, the leader emerges to help destroy the heroes. Read:

Suddenly the research bunker's wall explodes, bursting open from within. Rising out of the still-smoking opening, Miratix levitates into the courtyard. But he looks more confident, more powerful than he did earlier—and that's saying something!

A dark, ever-changing sheath of liquid metal covers his torso and left arm. It glows from within. One moment it resembles spiky Protoss armor; the next it flows like dark mercury around his torso and arm before once again taking the form of solid metal. The way it moves is . . . disturbing.

"Behold now the return of ancient glory!" Miratix shouts in a voice that seems even deeper than what you heard earlier. "Give thanks, proud sons of Aiur! The power of the Protoss race lies within me! Tremble, Terran scum! My visage will be the last you ever see!

With that, the strange metal glows like a sun, and Miratix points his left hand at you.
What are you going to do?

Have the players make action checks for their heroes and tell you what they want to do. Miratix acts in the Good phase. He fires the psionic shockwave each round until his psionic energy points are depleted. If he hasn't been stopped by that point, or he hasn't killed all of the heroes, he fights his way back to the shuttle using his psionic blades.

Note that the psionic shockwave deals damage to the target it's aimed at and anyone nearby. The primary target receives the full amount of damage rolled; up to two additional targets within 2 meters of the primary target receive half of the specified damage.

When Miratix is defeated, or when the heroes are on their last legs, the Alliance forces arrive to help out. The Alliance forces take on the shuttle; it falls to the heroes to defeat Miratix and any of the remaining renegades outside the shuttle.

When all of Miratix's stun points are used up, he doesn't fall unconscious. The artifact allows him to maintain consciousness. When all of Miratix's wound points are eliminated, read:

Another attack slams into Miratix, and this time something unusual happens. He screams, but his voice is joined by another wail of pain. It seems to come from the ancient armor. At the same time, the glow within the artifact fades, and the metal drips off him in thick, liquidy globs. It forms seven separate puddles, each of which solidifies into a separate piece. Miratix moans a final time, then collapses to the floor.

Ending the Adventure

After the heroes defeat Miratix, the Terran and Protoss delegations arrive. Miratix isn't dead, but he is in a coma induced by the destruction of the artifact. Whether the artifact can be rebuilt is left for the Gamemaster to decide, though in any event it should take a lot of time and research to determine this.

The Protoss make a great point of denouncing the Dark Templar and his renegades. They apologize for the trouble that was caused and the lost lives.

The ceremony is postponed, giving the heroes time to rest and recuperate before the next adventure. Note that Alliance medical personnel can heal any damage the heroes suffered.

Adventure 4: Escape from Dylar IV

In this adventure, the heroes get ready to enjoy the celebratory turnover of the Dylar IV ruins to the Protoss leaders. With the renegades defeated, it appears that nothing can stop the party to come. Nothing, that is, except for the Zerg! The insectoids aren't prepared to give up Dylar IV without a fight, and they've returned in force to drive the Alliance from the system.

Now, while the Alliance forces face off against overwhelming odds, the heroes are called upon to pull off a miracle. They must protect the Alliance ambassadors and get General Jim Raynor of the Terrans and High Templar Naganis of the Protoss through hostile forces and to a waiting escape craft. No matter what happens in the Alliance/Zerg battle, the heroes must make sure Raynor and Naganis aren't captured or killed.

Background

Thanks to the heroes, the Zerg were driven from Dylar IV a few weeks back. Since that time, Terran researchers have begun to study the ancient Protoss ruins on the planet, and the Alliance has agreed to turn those ruins over to the Protoss. An attack by renegade Protoss forces delayed the turnover, but the heroes helped deal with that threat as well.

Now, on the day of the celebratory gifting of the historical site to the true Protoss government, the Zerg return in full force. The Alliance forces present at the planet, including a small contingent of Terran and Protoss ships and troops, are hard-pressed to fight a holding action against the swarms of Zerg. While the battle rages, the heroes receive their own mission, a special part they're asked to play in the deadly drama of Dylar IV. . . .



Scene 1: The Celebration

With the Protoss renegades defeated, the research camp undergoes a hasty cleanup. Then the formal celebration begins, and the heroes are invited to attend. Read:

With all the pomp and pageantry the Alliance can muster, the symbolic passing of the ancient site from Alliance control to the Protoss representatives plays out with remarkable ease and an air of solemn occasion. General Raynor looks crisp and commanding as he hands the digital reader containing the site deed to Naganis, High Templar and Ambassador of the Protoss. The regal Naganis bows slightly, accepting the deed with quiet charisma. You have a great view of the ceremonies from your place of honor; you were asked to stand beside Raynor as the heroes of Dylar IV!

Suddenly, warning sirens sound and explosions rock the research camp. One explosion bursts nearby, and you find yourself falling into a crater as the ground beneath you gives way. You, your companions, and members of the diplomatic procession fall about three meters.

As sounds of battle erupt above, one of Raynor's guards, wounded in the fall, listens to his communications headset and says, "It's the Zerg. They've launched a major offensive on the planet. The Alliance and Protoss ships are engaging them, and we're sending Dropships full of troops to defend the site, but we're greatly outnumbered. A distress call has gone out, so now it's just a matter of how long we can hold them before the cavalry arrives."

Raynor turns to you. "I need your help again," he says. "I much as it galls me, I have to get out of here. Neither myself nor Ambassador Naganis can be captured by the Zerg. It just isn't an option. There's a ship waiting to get us out of here about four kilometers from the camp. I need you to get us there. Are you up to it?"

Give the heroes a moment or two to respond. As they give their answer, they can hear the sounds of battle in the camp above them. If they say no, a disappointed Raynor takes the Protoss ambassador and heads out on his own. If they say yes, read:

"Good, good," Raynor replies. "Ambassador Naganis, please come with us. We will get you to safety."

Naganis nods.

"Now, let's get to the motor pool and grab a transport," Raynor commands.

General Jim Raynor

Durability

Stun 12 ○○○○○○○○○○○○○○
Wound 12 ○○○○○○○○○○○○○○

Action Check Ordinary

Attacks

Gauss Pistol	A	G	O
Skill Score	1-3	4-7	8-14
Damage	d6+3w	d4+3w	d4+1w

Defenses None

Note that Raynor and Naganis offer suggestions and even fight if necessary, but neither of them is still in peak combat condition. They've both been administrators for a few too many years. It's up to the heroes to keep them safe and get them to the waiting escape ship.

Raynor and Naganis must not be killed or captured.

Naganis, the High Templar

Durability

Stun 10 ○○○○○○○○○○○○
Wound 10 ○○○○○○○○○○○○
Psionic Energy 11 ○○○○○○○○○○○○

Action Check Ordinary

Attacks

Psionic Blades	A	G	O
Skill Score	1-3	4-7	8-14
Damage	2d4+6w	d4+6w	d4+4w

Psionic Bolt	A	G	O
Skill Score	1-3	4-6	7-12
Damage	d4+2w	d4w	d4s

Defenses Light Protoss Shields d4+1

Scene 2: Getting Wheels

The motor pool, area 7 on the Alliance Base map (see page 31), contains two transports. Each covered, wheeled vehicle holds up to a dozen passengers plus a driver. When the heroes head out of the crater, read:

The research camp is in chaos. Zerg Mutalisks fly overhead, spraying acid at the troops. Buildings burn, but it's obvious that the Marines are starting to fight back. The motor pool building is on fire, but the flames haven't yet engulfed the structure. Before you can close the distance, however, two Mutalisks target you and swoop in for the kill!

The Mutalisks zip above the heroes, using their acid spray attack to harm them. The heroes must defeat the Mutalisks to reach the motor pool. If a Mutalisk is reduced to two wounds or less, it flies away.

Mutalisk

(See page 45 in the Rules Book for the full description of a Mutalisk.)

Durability

Stun 10 ○○○○○○○○○○○○
Wound 10 ○○○○○○○○○○○○

Action Check Ordinary

Attacks

Acid Spray	A	G	O
Skill Score	1-3	4-7	8-14
Damage	d6+4w	d6+2w	d4+2w

Defenses Carapace d4+1

Once the heroes get past the two Mutalisks, they can enter the motor pool. The place has suffered a lot of damage, both in this attack and the earlier attack by the Protoss renegades. Now, the building's roof is on fire, and thick smoke fills the interior of the garage. The heroes can see that only one of the transports seems to be in decent shape, though it has suffered a few dents from falling debris.

Any heroes that enter the smoke-filled garage must make successful Stamina-endurance checks to avoid being overcome by the thick smoke. A failed check indicates that hero is wracked by a terrible coughing fit and can take no other actions except to run into the fresh air.

The Vehicle Operation-land skill is needed to operate the transport, though a character can also drive it with just a Dexterity check.

Scene 3: The First Klick

The heroes load Raynor and Naganis into the transport and head out. In all the confusion, they can easily slip out of camp. Terran Marines counter any Zerg troops that attempt to intercept them. In a few moments, the transport is racing away from the research camp toward the rendezvous spot some 4 kilometers distant.

The mountainous terrain makes it difficult to maneuver, and the transport is often forced to navigate through narrow canyons. Still, Raynor knows the way and offers excellent directions; he committed the topographic map to memory before the start of this mission. Raynor believes in being prepared.

After about a kilometer of travel, the heroes spot an obstruction in the canyon ahead. Going back isn't an option; it would add time they don't have to back up down the long canyon. With no room to turn around, forward is the best option. As they draw a little closer, read:

A wall of living material that looks just like a Zerg structure blocks the narrow canyon pass ahead. Zerglings and Hydralisks crawl over the wall, readying their weapons.

"We're going to have to fight our way through!" Raynor shouts.

"This transport will never break through that wall," Naganis adds. "If your Marines can keep the Zergs busy, we can plant a charge to knock a hole in the wall."

The heroes must battle the Zerg forces while Raynor and Naganis deal with the wall. If all of the heroes move to fight the Zergs, then Raynor and Naganis are left pretty much alone to do their thing. If any heroes stay to guard the two diplomats, then have a few of the Zergs move in to give those heroes something to do.

There are four Hydralisks and eight Zerglings defending this location. The Zergs fight to the death to hold this fortification.



Hydralisk

(See page 42 in the *Rules Book* for the full description of a Hydralisk.)

Durability

Stun 11 ○○○○○○○○○○○○

Wound 11 ○○○○○○○○○○○○

Action Check Ordinary

Attacks

Claws	A	G	O
Skill Score	1-3	4-6	7-12
Damage	d4+2w	d4+1w	d4w

Needle Spines

	A	G	O
Skill Score	1-2	3-5	6-11
Damage	2d6+3w	d6+3w	d6+1w

Defenses Carapace d4+1

Zergling

(See page 48 in the *Rules Book* for the full description of a Zergling.)

Durability

Stun 9 ○○○○○○○○○○

Wound 9 ○○○○○○○○○○

Action Check Ordinary

Attacks

Claws	A	G	O
Skill Score	1-2	3-5	6-11
Damage	d4+2w	d4+1w	d4w

Defenses Fast +1 step penalty to attacker's roll

Once the Zerg forces are defeated, read:

Raynor and Naganis return to the transport at a run. "Everyone down!" Raynor yells. A moment later, expertly planted charges blow a hole in the wall that's large enough to drive a transport through.

"What are you waiting for, an invitation?" Raynor asks. "Let's get this bus moving again!"

Scene 4: The Third Klick

The heroes' transport covers a lot of ground without any trouble. Then, at about the third kilometer of their 4-kilometer trip, another attack hits them. Read:

Over the rumble of the transport's engine and the pounding of the shocks as the tires vibrate over the rough ground, you hear a terrible sound. A huge Ultralisk charges toward you, its great size dwarfing your transport the same way you dwarf a child's tricycle. You swerve, but it slams into the side of the transport. The vehicle rolls and crashes on its side. This trip has ended, and the Ultralisk is moving in for the kill!

The massive Ultralisk is a terrible enemy and may turn out to be more than the heroes can handle. It fights to the death. Raynor and Naganis aid the heroes by fighting alongside them. Raynor will order the heroes to retreat if things start to look grim.

Ultralisk

(See page 47 in the *Rules Book* for the full description of an Ultralisk.)

Durability

Stun 16 ○○○○○○○○○○○○○○○○○○○○○○○
Wound 16 ○○○○○○○○○○○○○○○○○○○○○○○

Action Check Ordinary

Attacks

Kaiser Blades	A	G	O
Skill Score	1-4	5-9	10-18
Damage	2d8+2w	d8+2w	d8+1w

Defenses Carapace d6+2

In fact, there is a narrow canyon passage nearby that the beast can't fit into. If the heroes want to find such a defensible spot, have them make Awareness-perception checks. Any success allows a hero to notice the location. The heroes can reach the passage in a round, but they can take no other action in that round. Once inside, they can flee (since the Ultralisk can't follow them) or they can attack from cover. The narrow passage provides heavy cover against the Ultralisk (+3 step penalty to the Ultralisk's attacks, +d8 situation die) while allowing the heroes to attack it.

Whether they fight the Ultralisk until they kill it or they escape down the narrow canyon, the heroes' transport won't be finishing the trip with

them. The Ultralisk's attack severely damaged it and also flipped it over. It's not going anywhere without the help of a heavy-duty tow truck.

Still, the heroes are only a kilometer away from the rendezvous site. They can hoof it from here.

Scene 5: The Escape Ship

The heroes make their way across the final kilometer to reach the escape ship. Neither Raynor nor Naganis complains about the trek across rough ground, but both of them appear slightly winded by the time the heroes lead them out of the canyon and into the clearing where the ship is supposed to be waiting. Read:

You emerge from the narrow canyon onto a relatively flat plateau. Raynor's escape ship, a modified Dropship not unlike the *Sleep-walker*, waits patiently a short distance away. But there's trouble at the landing site! A squad of Zerglings, aided by a wing of Mutalisks, has surrounded the ship and is engaged in a fierce battle.

"Let's get down there and help them," Raynor commands. "We didn't come all this way to have our ride home cancelled by a couple of big bugs, did we?"

There are eight Zerglings and two Mutalisks attacking the escape ship. The troops defending the ship have taken a number of casualties, but they've also reduced the attackers to the numbers listed above.

The heroes must fight their way to the ship and take out the Mutalisks if the ship has any hope of lifting off. As soon as the Zerg forces notice the heroes, they turn away from the tired defenders protecting the escape ship to concentrate on the new targets.

Zergling

(See page 48 in the *Rules Book* for the full description of a Zergling.)

Durability

Stun 9 ○○○○○○○○○○○○○○○○○○○○○○○
Wound 9 ○○○○○○○○○○○○○○○○○○○○○○○

Action Check Ordinary

Attacks

Claws	A	G	O
Skill Score	1-2	3-5	6-11
Damage	d4+2w	d4+1w	d4w

Defenses Fast +1 step penalty to attacker's roll

Mutalisk

(See page 45 in the *Rules Book* for the full description of a Mutalisk.)

Durability

Stun 10 ○○○○○○○○○○
Wound 10 ○○○○○○○○○○

Action Check Ordinary

Attacks

Acid Spray	A	G	O
Skill Score	1-3	4-7	8-14
Damage	d6+4w	d6+2w	d4+2w

Defenses Carapace d4+1

Once the Mutalisks and Zerglings are detected, the heroes can proceed to the escape ship.

Scene 6: Leaving Dylar IV

The attack on the escape ship has taken its toll on the ship's crew. All surviving members of the ship's crew have been wounded (there are three of them left). The pilot is hurt; he can fly, but if a hero pilot is faring better, he'll gladly turn the pilot's chair over to him.

When everyone is aboard, read:

With Raynor and Naganis safely aboard the Dropship, you lift off and head for open space. With all of the other action taking place, it isn't hard for the relatively small Dropship to slip through the lines and rocket away from Dylar IV.

After a while, the Dropship's communication panel lights up. "Raynor here," the General says as he leaps to the panel.

"Glad to hear your voice, General," comes the reply. "This is Commander Haley of the Alliance Battle Cruiser *Iron Fist*. The fleet has arrived. I repeat, the fleet has arrived. The combined Alliance forces have made an overwhelming counterattack, and the Zerg are in retreat. Dylar IV is ours again, sir."

"No, Commander," Raynor says as he smiles at Naganis. "It belongs to the Protoss, and we're just glad we were able to help them defend their historic treasure."



Ending the Adventure

Back with the Alliance fleet, the heroes are given any medical aid they require. High Templar Naganis thanks the heroes for their aid, then leaves to join his own forces. General Raynor pins medals on all of the heroes for their bravery and assistance.

Turn to "Improving the Heroes" at the beginning of this book to properly reward the heroes. The adventures on Dylar IV are over, but there's an entire universe of action waiting—and the Alliance needs heroes like them.

SKILLS

Strength Skills

Armor Operation
 Powered Armor
 Athletics
 Climb
 Jump
 Throw
 Melee Attack
 Blade
 Bludgeon
 Powered Weapon
 Unarmed Attack
 Brawl
 Martial Arts

Dexterity Skills

Manipulation
 Ranged Attack
 Pistol
 Rifle
 Stealth
 Sneak
 Vehicle Operation
 Air/Space Vehicle
 Land Vehicle

Constitution Skills

Stamina
 Endurance

Intelligence Skills

Demolitions
 Set Explosives
 Knowledge
 Computers
 First Aid
 Medical Science
 Surgery
 Treatment
 Technical Science
 Repair

Will Skills

Awareness
 Intuition
 Perception
 Investigate
 Search
 Psionics
 Mind Read
 Psionic Bolt
 Psionic Storm

Psychic Attack
Psychic Heal
 Resolve
Mental Resolve

Personality Skills

Deception
 Bluff
 Interaction
 Bargain
 Charm
 Intimidate
 Taunt
 Leadership
 Command

Skills in bold are broad skills.

Skills in bold italic are specialty skills.

Skills in red cannot be used unless the character possesses the skill.

CHECKS

Making an Action Check

Roll d20. Compare to the action check score on your Hero Folder to see which phase the hero acts in.

Making a Skill Check

Roll d20 (and a situation die, if the Gamemaster directs you to do so). Compare the total to your hero's ability score. This determines the degree of success achieved using the skill.

Making an Armor Check

When your hero is successfully attacked, roll an armor check using the indicated die type for the armor your character is wearing. The result is subtracted from the damage roll.

Making an Ability Check

Roll d20 (and a situation die, if the Gamemaster directs you to do so). Compare the total to your hero's ability score. This determines the degree of success achieved using the ability.

DEGREES OF SUCCESS

Whenever you make a check, you have a number of possible results.

Automatic Success

Any roll of 1 on the control die (the d20) indicates at least an Ordinary success, no matter what the total of the control die and situation die is.

Critical Failure

Any roll of 20 on the control die (the d20) indicates a failure, no matter what the total of the control die and situation die is.

Failure

Whenever the total of the control die and the situation die is greater than the number listed in the Ordinary column of a score, the action fails.

Ordinary Success

When the total of the control die and the situation die is equal to or less than the Ordinary score for the skill being used, the action succeeds.

Good Success

When the total of the control die and the situation die is equal to or less than the Good score for the skill being used, the action succeeds better than planned.

Amazing Success

When the total of the control die and the situation die is equal to or less than the Amazing score for the skill being used, the action succeeds far better than anticipated.

HEALING

Success Level	First Aid Result	Treatment Result	Surgery Result
Critical Failure	— / —	Suffer 1w	Suffer 2w
Failure	— / *	—	—
Ordinary	Heal 2s/1w or 2w*	Heal 2w	Heal 4w
Good	Heal 3s/1w or 2w*	Heal 3w	Heal 8w
Amazing	Heal 4s/2w or 3w*	Heal 4w	Heal 12w

A dash (—) means no effect. Attempting first aid or treatment without at least a first aid kit adds a +3 step penalty to the roll.

*In order to heal 2 or 3 points of wound damage, a trauma pack (not a first aid kit) must be used.

GAMEMASTER SCREEN

SITUATION DIE TABLE

Situation Description	No. of Steps	Situation Die Type
Impossible	+4 or more	+d12
Nearly impossible	+3	+d8
Very hard	+2	+d6
Challenging	+1	+d4
Average	None	None
Not too tough	-1	-d4
Really easy	-2	-d6
No sweat	-3	-d8
A sure thing	-4 or more	-d12

Add the situation die to the control die if success is less likely.

Subtract the situation die from the control die if success is more likely.

ACTION ROUND SEQUENCE

- Roll Action Checks
- Amazing Phase
 - Heroes Act
 - GM Characters Act
- Good Phase
 - Heroes Act
 - GM Characters Act
- Ordinary Phase
 - Heroes Act
 - GM Characters Act
- Marginal Phase
 - Heroes Act
 - GM Characters Act
- New Round; Repeat steps 1-5, go on to new rounds as needed

DEGREES OF SUCCESS

Whenever a check is made, there are a number of possible results.

Automatic Success

Any roll of 1 on the control die (the d20) indicates at least an Ordinary success, no matter what the total of the control die and situation die is.

Critical Failure

Any roll of 20 on the control die (the d20) indicates a failure, no matter what the total of the control die and situation die is.

Failure

Whenever the total of the control die and the situation die is greater than the number listed in the Ordinary column of a score, the action fails.

Ordinary Success

When the total of the control die and the situation die is equal to or less than the Ordinary score for the skill being used, the action succeeds.

Good Success

When the total of the control die and the situation die is equal to or less than the Good score for the skill being used, the action succeeds better than planned.

Amazing Success

When the total of the control die and the situation die is equal to or less than the Amazing score for the skill being used, the action succeeds far better than anticipated.

COMBAT SITUATION DICE

Situation Description	No. of Steps	Situation Die Type
Extreme range	+3	+d8
Heavy cover	+3	+d8
Target dodges	+2	+d6
Long range	+2	+d6
Medium cover	+2	+d6
Medium range	+1	+d4
Light cover	+1	+d4
Short range	None	None
Point blank range	-1	-d4

Use the largest modifier (either positive or negative) if more than one applies. For example, a dodging target at extreme range provides a +3 step penalty (d8 situation die), the larger of the two modifiers.

PLAYING THE GAME

Action Checks

At the start of each round of combat, players roll action checks to find out which phase of the round their hero acts in. GM characters have a specific round listed in their entries.

Rolling an Action Check

► Players roll d20. They compare that number to their hero's action check score. The result indicates in which phase of the round (Amazing, Good, Ordinary, or Marginal) the hero can act.

Skill Checks

Characters use skills to perform actions, including operating equipment, utilizing knowledge, and making attacks.

Rolling a Skill Check

► Roll d20. As GM, you determine if players should add a bonus or penalty die to the roll, depending on the situation. Add the situation die to the d20 if it is a penalty die. Subtract the situation die from the d20 if it is a bonus die.

► Compare the total to the character's skill score. This determines the degree of success achieved using the skill.

Armor Checks

Many characters wear protective armor. This protection is rated as a die type (d6-1, for example). When a character is successfully attacked, roll an armor check using the indicated die type. The result is subtracted from the damage roll.

Ability Checks

Most actions are based on a character's skills. Sometimes, however, something comes up that is better covered by an ability score.

Rolling an Ability Check

► Roll d20. As Gamemaster, you determine if players add a bonus or penalty die to the roll.

► Compare the total to the hero's ability score. This determines the degree of success achieved using the ability.

COMMON HAZARD DAMAGE

These hazards threaten STARCRAFT heroes. Use these tables if a hero encounters a hazard.

Drowning/Suffocation

Stamina Check Result	Damage
Critical Failure	4s
Failure	3s
Ordinary	2s
Good	1s
Amazing	—

Falling

Dexterity Check Result	Distance Fallen (in meters)		
	up to 10	11-30	30+
Crit. Failure	d6+2w	d12+6w	d12+8w
Failure	d4+2w	d12+4w	d12+6w
Ordinary	d4w	d12+2w	d12+4w
Good	d4+2s	d8+2w	d12+2w
Amazing	d4-2s	d6+2w	d8+2w

Constitution Check Result	Fire Damage	Poison Damage
Critical Failure	3d6w	d8+1w
Failure	2d6w	d6+1w
Ordinary	d6w	d6w
Good	d4w	d4w
Amazing	—	d6s

Playing the Game

Action Checks

At the start of each round of combat, roll an action check.

How to Roll an Action Check

Roll d20. Compare the number to your action check score. The result indicates which phase of the round your hero can act in: Amazing, Good, Ordinary, or Marginal.

Skill Checks

Use skills to perform actions, such as making an attack or searching for a hidden object.

How to Roll a Skill Check

Roll d20. The Gamemaster may tell you to use a bonus or penalty die with the roll, depending on the situation.

Penalties are added to the d20 roll; bonuses are subtracted from the roll.

Compare the total rolled to the hero's skill score to determine the degree of success achieved.

If an attack skill is used, the degree of success determines what kind of damage dice to roll.

Armor Checks

Armor provides protection from damage. When your hero is successfully attacked, roll an armor check using the indicated die type. The result is subtracted from the damage roll.

Ability Check

When an action can't be handled by a skill, check it against an Ability Score.

How to Roll an Ability Check

Roll d20. You may receive a bonus or penalty die. Compare the total rolled to the hero's Ability Score to determine the degree of success.

Situation Die

A situation die is a bonus or penalty die combined with a d20 roll. You add a penalty die when the situation is more challenging than normal. You subtract a bonus die when a task is easier than normal.

Situation Description	No. of Steps	Situation Die Type
Impossible	+4 steps	+d12
Nearly impossible	+3 steps	+d8
Very hard	+2 steps	+d6
Challenging	+1 step	+d4
Average	None	None
Not too tough	-1 step	-d4
Really easy	-2 steps	-d6
No sweat	-3 steps	-d8
A sure thing	-4 steps	-d12

Degrees of Success

Whenever you make a check, these are the possible results. All checks use a d20 and a situation die, except average checks (which just use the d20).

Automatic Success: A roll of 1 on the d20 indicates at least an Ordinary success, no matter what the result of the situation die is.

Critical Failure: A roll of 20 on the d20 indicates a failure, no matter what the result of the situation die is.

Failure: Whenever the total of the d20 and the situation die is greater than the Ordinary score, the action fails.

Ordinary Success: A roll that is equal to or less than the Ordinary score. The action succeeds.

Good Success: A roll that is equal to or less than the Good score. The action succeeds better than planned.

Amazing Success: A roll that is equal to or less than the Amazing score. The action succeeds spectacularly.

Private Dennis Wiker

Of all the young men and women recently inducted into the Terran Marines, Wiker has an iron grit that's already legendary among his peers. Despite his young age, he has already served admirably in several combat actions and won a medal of valor in his last campaign.

Background Information

Species	Terran
Profession	Combat Specialist
Career	Marine

Ability Scores

Strength	12	Intelligence	9
Dexterity	11	Will	9
Constitution	10	Personality	9

Skills

Skill	A	G	O
STRENGTH			
Armor Operation	1-3	4-6	7-12
Powered Armor			
Athletics	1-3	4-6	7-12
Unarmed Attack	1-3	4-6	7-12
Brawl			
DEXTERITY			
Ranged Attack	1-2	3-5	6-11
Rifle			
CONSTITUTION			
Stamina	1-2	3-5	6-10
Endurance			
INTELLIGENCE			
Knowledge	1-2	3-4	5-9
WILL			
Awareness	1-2	3-4	5-9
Perception			
PERSONALITY			
Interaction	1-2	3-4	5-9
Intimidate			
Taunt			

Action Checks

Roll	1-3	4-6	7-13	14+
Phase	A	G	O	M



Attacks

Unarmed	A	G	O	F
Skill Score				+
Damage	d4+3s	d4+2s	d4+1s	Miss!
Gauss Rifle	A	G	O	F
Skill Score				+
Damage	2d6+3w	d6+3w	d6+1w	Miss!

Defenses

CMC-400 Powered Armor	d6
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Durability

Stun	10	○○○○○
Wound	10	○○○○○
		○○○○○

Playing the Game

Action Checks

At the start of each round of combat, roll an action check.

How to Roll an Action Check

Roll d20. Compare the number to your action check score. The result indicates which phase of the round your hero can act in: Amazing, Good, Ordinary, or Marginal.

Skill Checks

Use skills to perform actions, such as making an attack or searching for a hidden object.

How to Roll a Skill Check

Roll d20. The Gamemaster may tell you to use a bonus or penalty die with the roll, depending on the situation.

Penalties are added to the d20 roll; bonuses are subtracted from the roll.

Compare the total rolled to the hero's skill score to determine the degree of success achieved.

If an attack skill is used, the degree of success determines what kind of damage dice to roll.

Armor Checks

Armor provides protection from damage. When your hero is successfully attacked, roll an armor check using the indicated die type. The result is subtracted from the damage roll.

Ability Check

When an action can't be handled by a skill, check it against an Ability Score.

How to Roll an Ability Check

Roll d20. You may receive a bonus or penalty die. Compare the total rolled to the hero's Ability Score to determine the degree of success.

Situation Die

A situation die is a bonus or penalty die combined with a d20 roll. You add a penalty die when the situation is more challenging than normal. You subtract a bonus die when a task is easier than normal.

Situation Description	No. of Steps	Situation Die Type
Impossible	+4 steps	+d12
Nearly impossible	+3 steps	+d8
Very hard	+2 steps	+d6
Challenging	+1 step	+d4
Average	None	None
Not too tough	-1 step	-d4
Really easy	-2 steps	-d6
No sweat	-3 steps	-d8
A sure thing	-4 steps	-d12

Degrees of Success

Whenever you make a check, these are the possible results. All checks use a d20 and a situation die, except average checks (which just use the d20).

Automatic Success: A roll of 1 on the d20 indicates at least an Ordinary success, no matter what the result of the situation die is.

Critical Failure: A roll of 20 on the d20 indicates a failure, no matter what the result of the situation die is.

Failure: Whenever the total of the d20 and the situation die is greater than the Ordinary score, the action fails.

Ordinary Success: A roll that is equal to or less than the Ordinary score. The action succeeds.

Good Success: A roll that is equal to or less than the Good score. The action succeeds better than planned.

Amazing Success: A roll that is equal to or less than the Amazing score. The action succeeds spectacularly.

Lieutenant Mari Suzek

Suzek hates the carnage of war, but is driven to provide some relief from the pain and suffering she encounters every day. As a medic with the Terran Marines, she treats wounds and heals injuries so soldiers can return to active duty. When necessary, she defends her squad with remarkable martial skills.

Background Information

Species	Terran
Profession	Technical Operative
Career	Medic

Ability Scores

Strength	8	Intelligence	11
Dexterity	11	Will	10
Constitution	10	Personality	12

Skills

Skill	A	G	O
STRENGTH			
Athletics	1-2	3-4	5-8
Climb			
DEXTERITY			
Ranged Attack	1-2	3-5	6-11
Pistol			
CONSTITUTION			
Stamina	1-2	3-5	6-10
INTELLIGENCE			
Knowledge	1-2	3-5	6-11
Computers			
Medical Science	1-2	3-5	6-11
Treatment			
Technical Science	1-2	3-5	6-11
WILL			
Awareness	1-2	3-5	6-10
Intuition			
PERSONALITY			
Interaction	1-3	4-6	7-12
Bargain			
Charm			

Action Checks

Roll	1-2	3-5	6-11	12+
Phase	A	G	O	M



Attacks

Unarmed	A	G	O	F
Skill Score	—	—	—	—+
Damage	d4+2s	d4+1s	d4s	Miss!
Gauss Pistol	A	G	O	F
Skill Score	—	—	—	—+
Damage	d6+3w	d4+3w	d4+1w	Miss!

Defenses

CMC-405 Light Armor	d4
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Durability

Stun	10	○○○○○
Wound	10	○○○○○

Playing the Game

Action Checks

At the start of each round of combat, roll an action check.

How to Roll an Action Check

Roll d20. Compare the number to your action check score. The result indicates which phase of the round your hero can act in: Amazing, Good, Ordinary, or Marginal.

Skill Checks

Use skills to perform actions, such as making an attack or searching for a hidden object.

How to Roll a Skill Check

Roll d20. The Gamemaster may tell you to use a bonus or penalty die with the roll, depending on the situation.

Penalties are added to the d20 roll; bonuses are subtracted from the roll.

Compare the total rolled to the hero's skill score to determine the degree of success achieved.

If an attack skill is used, the degree of success determines what kind of damage dice to roll.

Armor Checks

Armor provides protection from damage. When your hero is successfully attacked, roll an armor check using the indicated die type. The result is subtracted from the damage roll.

Ability Check

When an action can't be handled by a skill, check it against an Ability Score.

How to Roll an Ability Check

Roll d20. You may receive a bonus or penalty die. Compare the total rolled to the hero's Ability Score to determine the degree of success.

Situation Die

A situation die is a bonus or penalty die combined with a d20 roll. You add a penalty die when the situation is more challenging than normal. You subtract a bonus die when a task is easier than normal.

Situation Description	No. of Steps	Situation Die Type
Impossible	+4 steps	+d12
Nearly impossible	+3 steps	+d8
Very hard	+2 steps	+d6
Challenging	+1 step	+d4
Average	None	None
Not too tough	-1 step	-d4
Really easy	-2 steps	-d6
No sweat	-3 steps	-d8
A sure thing	-4 steps	-d12

Degrees of Success

Whenever you make a check, these are the possible results. All checks use a d20 and a situation die, except average checks (which just use the d20).

Automatic Success: A roll of 1 on the d20 indicates at least an Ordinary success, no matter what the result of the situation die is.

Critical Failure: A roll of 20 on the d20 indicates a failure, no matter what the result of the situation die is.

Failure: Whenever the total of the d20 and the situation die is greater than the Ordinary score, the action fails.

Ordinary Success: A roll that is equal to or less than the Ordinary score. The action succeeds.

Good Success: A roll that is equal to or less than the Good score. The action succeeds better than planned.

Amazing Success: A roll that is equal to or less than the Amazing score. The action succeeds spectacularly.

Specialist Kare Vaessen

In any other galaxy, Kare Vaessen would be enjoying four years reveling in misspent collegiate activities. But this galaxy is at war, and it needs someone with Vaessen's intelligence, moral character, and incredible psionic potential. She has been trained as an elusive Ghost—a spy, infiltrator, and assassin.

Background Information

Species	Terran
Profession	Free Agent
Career	Ghost

Ability Scores

Strength	9	Intelligence	10
Dexterity	11	Will	12
Constitution	9	Personality	9

Skills

Skill	A	G	O
STRENGTH			
Athletics	1-2	3-4	5-9
Unarmed Attack	1-2	3-4	5-9
<i>Martial Arts</i>	—	—	—
DEXTERITY			
Ranged Attack	1-2	3-5	6-11
<i>Rifle</i>	—	—	—
Stealth	1-2	3-5	6-11
CONSTITUTION			
Stamina	1-2	3-4	5-9
INTELLIGENCE			
Knowledge	1-2	3-5	6-10
Demolitions	1-2	3-5	6-10
<i>Set Explosives</i>	—	—	—
WILL			
Awareness	1-3	4-6	7-12
<i>Intuition</i>	—	—	—
Psionics	1-3	4-6	7-12
<i>Psychic Attack</i>	—	—	—
<i>Psychic Heal</i>	—	—	—
PERSONALITY			
Interaction	1-2	3-4	5-9

Action Checks

Roll	1-3	4-6	7-12	13+
Phase	A	G	O	M



Attacks

Unarmed	A	G	O	F
Skill Score	—	—	—	—
Damage	d4+2s	d4+1s	d4s	Miss!
C-10 Rifle	A	G	O	F
Skill Score	—	—	—	—
Damage	2d6+2w	d6+2w	d6w	Miss!
Psychic				
Attack	A	G	O	F
Skill Score	—	—	—	—
Damage	d4+4s	d4+2s	d4s	Miss!

Defenses

Hostile Environment Suit	d4
--------------------------	----

Durability

Stun	9	○○○○○
		○○○○
Wound	9	○○○○○
		○○○○

Vaessen's Background

Considered cold and unfriendly by those who don't know her, Vaessen was quarantined as an infant and trained to channel her psionic energy. Unknown to her commanders, her psychic dampeners have malfunctioned and she secretly uses her psionic powers. She takes no pleasure in her mission profiles, and she longs to leave this business behind her. Even if she has to blow every alien enemy to hell to do it.

"Are you afraid of me? You should be. You should be."

Customizing Skills

You have a number of broad skills listed on the front page of this folder. These have scores that show what you need to roll to achieve an Amazing, Good, or Ordinary success. (Anything higher than an Ordinary result is a Failure.)

You also have a selection of specialty skills. These have no scores assigned to them yet. You get to customize this hero by assigning scores in the skills you want the character to have. Here's how:

All specialty skill scores are based on the broad skill score associated with them (which, you might notice, is the same as the Ability Score related to the broad skill).

► Add the number of points you assign to a specialty skill to the broad skill score. This determines the specialty skill score.

Assign Points. You have 10 points to assign to specialty skills. Assign all these points at this time.

Limits. You can only assign 1, 2, or 3 points to a specialty skill. Later, you can improve a specialty skill further with achievement awards.

After the First Adventure. You'll receive additional points after playing the first adventure. These are called achievement awards. These points can be used to increase a specialty skill

score, buy a new skill, or increase your hero's action check score. If you buy new skills later, record them on page 3.

Completing Page 1

Fill in the scores of the specialty skills you selected. Add the points to the broad skill's highest number to determine the Ordinary score. The Good score is half of the Ordinary score, rounded down. The Amazing score is half of the Good score, rounded down. Then fill in the attack scores.

That's it! You're ready to play.

Equipment

Along with basic clothing, your hero has the following equipment.

Hostile Environment Suit: This armor provides limited protection against small-arms fire and features full life support and light NBC (nuclear/biological/chemical) shielding for operation in hostile environments. It includes a comm unit.

Cloak: The armor is equipped with a personal cloaking device that provides a -3 step bonus to Sneak checks and makes it harder to hit the hero (+3 step penalty to attack). The cloak can only be operated for 10 rounds before it requires recharging.

○○○○○○○○○○

25mm C-10 Canister Rifle: This weapon fires high-explosive rounds.

Demolitions Kit: Includes tools for disarming explosives, as well as two 10kg satchel charges that can be used for sabotage missions. Depending on the degree of success, a charge inflicts 2d4+2w/2d4+4w/2d8+4w points of damage on a target.

Skills

Broad skills are presented in bold type. Specialty skills follow the broad skills they are associated with and are presented in bold italic type. A skill with an asterisk (*) can't be used unless the character has put at least 1 point in it.

Strength Skills

Athletics: This skill is used to determine the success of physical actions, such as climbing and jumping.

Unarmed Attack: This skill indicates experience in hand-to-hand combat.

Martial Arts*: Formal combat training, it increases the damage inflicted by an Unarmed Attack by +1.

Dexterity Skills

Ranged Attack: Training in the use of pistols and rifles.

Rifle: Expert training in rifle-style ranged weapons.

Stealth: Training in techniques associated with remaining unobserved.

Constitution Skills

Stamina: The ability to shake off the effects of damage and fatigue.

Intelligence Skills

Knowledge: This skill represents a character's familiarity with the surrounding universe—what the hero knows about current events.

Demolition: Basic training in the field of setting and disarming explosive devices.

Set Explosives: Advanced training in setting charges and timed explosives to cause maximum damage.

Will Skills

Awareness: The ability to notice things that others might not.

Intuition: A natural awareness of things that can be perceived through instinct and gut feelings.

Psionics: The ability to channel and focus psionic energy to perform various psychic feats.

Psychic Attack: Inflicts d4s/d4+2s/d4+4s as a ranged attack that can't be stopped by armor. Costs 1 psionic energy point to use.

Psychic Heal: Mental energy used for self-healing. Costs 2 psionic energy points to heal stuns, 4 psionic energy points to heal wounds. The use of this skill heals 2s/4s/6s or 1w/2w/3w, depending on the degree of success

Personality Skills

Interaction: The ability to deal comfortably with others.

Improving Skills

You earn achievement awards for successfully completing adventures. Between adventures, you can spend these points to improve your hero.

Increase a Specialty Skill: Spend 1 achievement point to increase a specialty skill by 1 point. Only 1 point can be spent on any single specialty skill between adventures.

Buy a New Skill: Spend 2 achievement points to purchase a broad or specialty skill your hero doesn't have. Only one new skill can be purchased between adventures.

Increase Action Check: Spend 3 achievement points to increase your hero's action check score by 1 point.

New Skills

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
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_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Psionic Energy

○○○○○○

(Recovered 1 per hour of rest)

Playing the Game

Action Checks

At the start of each round of combat, roll an action check.

How to Roll an Action Check

Roll d20. Compare the number to your action check score. The result indicates which phase of the round your hero can act in: Amazing, Good, Ordinary, or Marginal.

Skill Checks

Use skills to perform actions, such as making an attack or searching for a hidden object.

How to Roll a Skill Check

Roll d20. The Gamemaster may tell you to use a bonus or penalty die with the roll, depending on the situation.

Penalties are added to the d20 roll; bonuses are subtracted from the roll.

Compare the total rolled to the hero's skill score to determine the degree of success achieved.

If an attack skill is used, the degree of success determines what kind of damage dice to roll.

Armor Checks

Armor provides protection from damage. When your hero is successfully attacked, roll an armor check using the indicated die type. The result is subtracted from the damage roll.

Ability Check

When an action can't be handled by a skill, check it against an Ability Score.

How to Roll an Ability Check

Roll d20. You may receive a bonus or penalty die. Compare the total rolled to the hero's Ability Score to determine the degree of success.

Situation Die

A situation die is a bonus or penalty die combined with a d20 roll. You add a penalty die when the situation is more challenging than normal. You subtract a bonus die when a task is easier than normal.

Situation Description	No. of Steps	Situation Die Type
Impossible	+4 steps	+d12
Nearly impossible	+3 steps	+d8
Very hard	+2 steps	+d6
Challenging	+1 step	+d4
Average	None	None
Not too tough	-1 step	-d4
Really easy	-2 steps	-d6
No sweat	-3 steps	-d8
A sure thing	-4 steps	-d12

Degrees of Success

Whenever you make a check, these are the possible results. All checks use a d20 and a situation die, except average checks (which just use the d20).

Automatic Success: A roll of 1 on the d20 indicates at least an Ordinary success, no matter what the result of the situation die is.

Critical Failure: A roll of 20 on the d20 indicates a failure, no matter what the result of the situation die is.

Failure: Whenever the total of the d20 and the situation die is greater than the Ordinary score, the action fails.

Ordinary Success: A roll that is equal to or less than the Ordinary score. The action succeeds.

Good Success: A roll that is equal to or less than the Good score. The action succeeds better than planned.

Amazing Success: A roll that is equal to or less than the Amazing score. The action succeeds spectacularly.

Captain Julian Byrne

Everything has always come easy to Julian Byrne. Recently promoted to a command rank in the Terran Marines, Byrne believes it's time to finally prove that he's as good as his legend. Is it luck? His family's wealth and influence? Or is Byrne truly the exceptional Terran he has always been told he is?

Background Information

Species	Terran
Profession	Technical Operative
Career	Pilot

Ability Scores

Strength	9	Intelligence	11
Dexterity	12	Will	9
Constitution	9	Personality	10

Skills

Skill	A	G	O
STRENGTH	A	G	O
Athletics	1-2	3-4	5-9
DEXTERITY	A	G	O
Ranged Attack	1-3	4-6	7-12
Pistol	—	—	—
Vehicle Operation	1-3	4-6	7-12
Land	—	—	—
Air/Space	—	—	—
CONSTITUTION	A	G	O
Stamina	1-2	3-4	5-9
INTELLIGENCE	A	G	O
Knowledge	1-2	3-5	6-11
Technical Science	1-2	3-5	6-11
Repair	—	—	—
WILL	A	G	O
Awareness	1-2	3-4	5-9
Perception	—	—	—
PERSONALITY	A	G	O
Interaction	1-2	3-5	6-10
Leadership	1-2	3-5	6-10
Command	—	—	—

Action Checks

Roll	1-3	4-6	7-12	13+
Phase	A	G	O	M



Attacks

Unarmed	A	G	O	F
Skill Score	—	—	—	—+
Damage	d4+2s	d4+1s	d4s	Miss!
Gauss Pistol	A	G	O	F
Skill Score	—	—	—	—+
Damage	d6+3w	d4+3w	d4+1w	Miss!

Defenses

CMC-405 Light Armor	d4
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Durability

Stun	9	○○○○○
		○○○○
Wound	9	○○○○○
		○○○○

Playing the Game

Action Checks

At the start of each round of combat, roll an action check.

How to Roll an Action Check

Roll d20. Compare the number to your action check score. The result indicates which phase of the round your hero can act in: Amazing, Good, Ordinary, or Marginal.

Skill Checks

Use skills to perform actions, such as making an attack or searching for a hidden object.

How to Roll a Skill Check

Roll d20. The Gamemaster may tell you to use a bonus or penalty die with the roll, depending on the situation.

Penalties are added to the d20 roll; bonuses are subtracted from the roll.

Compare the total rolled to the hero's skill score to determine the degree of success achieved.

If an attack skill is used, the degree of success determines what kind of damage dice to roll.

Armor Checks

Armor provides protection from damage. When your hero is successfully attacked, roll an armor check using the indicated die type. The result is subtracted from the damage roll.

Ability Check

When an action can't be handled by a skill, check it against an Ability Score.

How to Roll an Ability Check

Roll d20. You may receive a bonus or penalty die. Compare the total rolled to the hero's Ability Score to determine the degree of success.

Situation Die

A situation die is a bonus or penalty die combined with a d20 roll. You add a penalty die when the situation is more challenging than normal. You subtract a bonus die when a task is easier than normal.

Situation Description	No. of Steps	Situation Die Type
Impossible	+4 steps	+d12
Nearly impossible	+3 steps	+d8
Very hard	+2 steps	+d6
Challenging	+1 step	+d4
Average	None	None
Not too tough	-1 step	-d4
Really easy	-2 steps	-d6
No sweat	-3 steps	-d8
A sure thing	-4 steps	-d12

Degrees of Success

Whenever you make a check, these are the possible results. All checks use a d20 and a situation die, except average checks (which just use the d20).

Automatic Success: A roll of 1 on the d20 indicates at least an Ordinary success, no matter what the result of the situation die is.

Critical Failure: A roll of 20 on the d20 indicates a failure, no matter what the result of the situation die is.

Failure: Whenever the total of the d20 and the situation die is greater than the Ordinary score, the action fails.

Ordinary Success: A roll that is equal to or less than the Ordinary score. The action succeeds.

Good Success: A roll that is equal to or less than the Good score. The action succeeds better than planned.

Amazing Success: A roll that is equal to or less than the Amazing score. The action succeeds spectacularly.

Darakian

Like all the Dark Templar, Darakian was exiled from the Protoss home world of Aiur. He never stopped loving Aiur, nor has he stopped seeking a way to protect it from the Khala, those who erase individuality to promote the Judicator rule. To that end, he has joined with the Terrans to find a way to stop the menace of the Zerg—before the Zerg destroy the Protoss civilization.

Background Information

Species	Protoss
Profession	Free Agent
Career	Dark Templar

Ability Scores

Strength	10	Intelligence	11
Dexterity	11	Will	10
Constitution	10	Personality	8

Skills

Skill	A	G	O
STRENGTH			
Athletics	1-2	3-5	6-10
Melee Attack	1-2	3-5	6-10
Blades			
DEXTERITY			
Stealth	1-2	3-5	6-11
Sneak			
CONSTITUTION			
Stamina	1-2	3-5	6-10
INTELLIGENCE			
Knowledge	1-2	3-5	6-11
WILL			
Awareness	1-2	3-5	6-10
Perception			
Investigate	1-2	3-5	6-10
Psionics	1-2	3-5	6-10
Psionic Bolt			
Psionic Storm			
PERSONALITY			
Interaction	1-2	3-4	5-8
Intimidate			

Action Checks

Roll	1-3	4-6	7-12	13+
Phase	A	G	O	M



Attacks

Unarmed	A	G	O	F
Skill Score				+
Damage	d4+2s	d4+1s	d4s	Miss!
Psionic				
Blades	A	G	O	F
Skill Score				+
Damage	2d4+6w	d4+6w	d4+4w	Miss!
Psionic Bolt	A	G	O	F
Skill Score				+
Damage	d4+2w	d4w	d4s	Miss!
Psionic Storm	A	G	O	F
Skill Score				+
Damage	d6+4w	d6+2w	d6w	Miss!

Defenses

None.

Durability

Stun	10	○○○○○
Wound	10	○○○○○
		○○○○○

Darakian's Background

Believing that the communal agenda of his people would lead to the eventual doom of his species, like all rogue Dark Templar, Darakian leads a solitary existence. He has never abandoned his love for Aiur, but he has decided that the time for action has come. To that end, he has left the Dark Templar space vessel where he lived and offered his services to the Terran Marines.

Darakian is considered an enemy by the Protoss—both the main population ruled by the Conclave and his own Dark Templar due to his insistence on taking action. The Terrans tolerate him because of his skills and his knowledge of the enemy.

While he hates the destruction that the Terrans and the Zergs have rained upon his people, he has nevertheless agreed to work with this special unit to find a way to end the war and save Aiur from total annihilation.

"I will do what is necessary, for my people and for Aiur."

Customizing Skills

You have a number of **broad skills** listed on the front page of this folder. These have scores that show what you need to roll to achieve an Amazing, Good, or Ordinary success. (Anything higher than an Ordinary result is a Failure.)

You also have a selection of **specialty skills**. These have no scores assigned to them yet. You get to customize this hero by assigning scores in the skills you want the character to have. Here's how:

All specialty skill scores are based on the broad skill score associated with them (which, you might notice, is the same as the Ability Score related to the broad skill).

► Add the number of points you assign to a specialty skill to the broad

skill score. This determines the specialty skill score.

Assign Points: You have 11 points to assign to specialty skills. Assign all these points at this time.

Limits: You can only assign 1, 2, or 3 points to a specialty skill. Later, you can improve a specialty skill further with achievement awards.

After the First Adventure: You'll receive additional points after playing the first adventure. These are called achievement awards. These points can be used to increase a specialty skill score, buy a new skill, or increase your hero's action check score. If you buy new skills later, record them on page 3.

Completing Page 1

Fill in the scores of the specialty skills you selected. Add the points to the broad skill's highest number to determine the Ordinary score. The Good score is half of the Ordinary score, rounded down. The Amazing score is half of the Good score, rounded down. Then fill in the attack scores.

That's it! You're ready to play.

Equipment

Along with basic clothing, your hero has the following equipment.

Psionic Blades: This forearm unit channels psionic energy at no cost, manifesting it as deadly blades used as a primary melee weapon.

Comm Radio: A communications device for staying in contact with his Terran partners. While Darakian rarely speaks, he uses the comm to listen to his partners.

Dark Prayer Book: The sacred teachings of the Rogue Tribes of Aiur, particularly the Dark Templar.

Skills

Broad skills are presented in bold type. Specialty skills follow the broad skills they are associated with and are presented in **bold italic** type. A skill with an asterisk (*) can't be used unless the character has put at least 1 point in it.

Strength Skills

Athletics: This skill is used to determine the success of physical actions, such as climbing and jumping.

Melee Attack: This skill indicates experience using handheld weapons.

Blade: Training in melee weapons that inflict damage with a sharp edge.

Dexterity Skills

Stealth: Training in techniques associated with remaining unobserved.

Sneak: Expert training in hiding and moving silently.

Constitution Skills

Stamina: The ability to shake off the effects of damage and fatigue.

Intelligence Skills

Knowledge: This skill represents a character's familiarity with the surrounding universe—what the hero knows about current events.

Will Skills

Awareness: The ability to notice things that others might not.

Perception: A refined awareness of things that can be perceived by a character's senses—hidden things, minute details. A hero with a high Perception score is hard to surprise.

Investigate: This skill indicates basic training in the methodical techniques used to solve problems and uncover evidence.

Psionics: The ability to channel and focus psionic energy to perform various psychic feats.

Psionic Bolt: An attack utilizing blasts of mental energy. Costs 2 psionic energy points.

Psionic Storm: A mental attack that creates a storm of raw psychic energy that can tear apart target minds. Costs 3 psionic energy points.

Personality Skills

Interaction: The ability to deal comfortably with others.

Intimidate: The ability to convincingly threaten another to cooperate in some manner.

Improving Skills

You earn achievement awards for successfully completing adventures. Between adventures, you can spend these points to improve your hero.

Increase a Specialty Skill: Spend 1 achievement point to increase a specialty skill by 1 point. Only 1 point can be spent on any single specialty skill between adventures.

Buy a New Skill: Spend 2 achievement points to purchase a broad or specialty skill your hero doesn't have. Only one new skill can be purchased between adventures.

Increase Action Check: Spend 3 achievement points to increase your hero's action check score by 1 point.

Psionic Powers

Cloak: Makes character invisible to all but the most sophisticated sensors until making an attack. Costs 3 psionic energy points to use.

Psychic Communication: Allows direct communication from mind to mind. No cost to use.

New Skills

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Psionic Energy

○○○○○
(Recovered 1 per hour of rest)

Playing the Game

Action Checks

At the start of each round of combat, roll an action check.

How to Roll an Action Check

Roll d20. Compare the number to your action check score. The result indicates which phase of the round your hero can act in: Amazing, Good, Ordinary, or Marginal.

Skill Checks

Use skills to perform actions, such as making an attack or searching for a hidden object.

How to Roll a Skill Check

Roll d20. The Gamemaster may tell you to use a bonus or penalty die with the roll, depending on the situation.

Penalties are added to the d20 roll; bonuses are subtracted from the roll.

Compare the total rolled to the hero's skill score to determine the degree of success achieved.

If an attack skill is used, the degree of success determines what kind of damage dice to roll.

Armor Checks

Armor provides protection from damage. When your hero is successfully attacked, roll an armor check using the indicated die type. The result is subtracted from the damage roll.

Ability Check

When an action can't be handled by a skill, check it against an Ability Score.

How to Roll an Ability Check

Roll d20. You may receive a bonus or penalty die. Compare the total rolled to the hero's Ability Score to determine the degree of success.

Situation Die

A situation die is a bonus or penalty die combined with a d20 roll. You add a penalty die when the situation is more challenging than normal. You subtract a bonus die when a task is easier than normal.

Situation Description	No. of Steps	Situation Die Type
Impossible	+4 steps	+d12
Nearly impossible	+3 steps	+d8
Very hard	+2 steps	+d6
Challenging	+1 step	+d4
Average	None	None
Not too tough	-1 step	-d4
Really easy	-2 steps	-d6
No sweat	-3 steps	-d8
A sure thing	-4 steps	-d12

Degrees of Success

Whenever you make a check, these are the possible results. All checks use a d20 and a situation die, except average checks (which just use the d20).

Automatic Success: A roll of 1 on the d20 indicates at least an Ordinary success, no matter what the result of the situation die is.

Critical Failure: A roll of 20 on the d20 indicates a failure, no matter what the result of the situation die is.

Failure: Whenever the total of the d20 and the situation die is greater than the Ordinary score, the action fails.

Ordinary Success: A roll that is equal to or less than the Ordinary score. The action succeeds.

Good Success: A roll that is equal to or less than the Good score. The action succeeds better than planned.

Amazing Success: A roll that is equal to or less than the Amazing score. The action succeeds spectacularly.

Sistask

Not quite human, not quite Zerg. Sistask is a mutate, a product of human engineering. While Sistask appears to be mostly human, there are enough differences to make those around her ... nervous. Still, Sistask fights alongside normal Terrans as part of a special squad of Marines. Violent and skilled as a hunter, Sistask has found a home among the warlike Marines.

Background Information

Species	Mutate
Profession	Free Agent
Career	Hunter

Ability Scores

Strength	12	Intelligence	8
Dexterity	11	Will	9
Constitution	12	Personality	8

Skills

Skill	A	G	O
STRENGTH			
Athletics	1-3	4-6	7-12
Unarmed Attack	1-3	4-6	7-12
Claw	—	—	—
DEXTERITY			
Ranged Attack	1-2	3-5	6-11
Spine Missiles	—	—	—
Stealth	1-2	3-5	6-11
Sneak	—	—	—
CONSTITUTION			
Stamina	1-3	4-6	7-12
INTELLIGENCE			
Knowledge	1-2	3-4	5-8
WILL			
Awareness	1-2	3-4	5-9
Perception	—	—	—
Investigate	1-2	3-4	5-9
Search	—	—	—
PERSONALITY			
Interaction	1-2	3-4	5-8

Action Checks

Roll	1-3	4-6	7-13	14+
Phase	A	G	O	M



Attacks

Claws	A	G	O	F
Skill Score	—	—	—	+
Damage	d4+2w	d4+1w	d4w	Miss!
Spine Missiles	A	G	O	F
Skill Score	—	—	—	+
Damage	2d6+2w	d6+2w	d6w	Miss!

Defenses

Carapace d6

Durability

Stun	12	○○○○○○
Wound	12	○○○○○○

Playing the Game

Action Checks

At the start of each round of combat, roll an action check.

How to Roll an Action Check

Roll d20. Compare the number to your action check score. The result indicates which phase of the round your hero can act in: Amazing, Good, Ordinary, or Marginal.

Skill Checks

Use skills to perform actions, such as making an attack or searching for a hidden object.

How to Roll a Skill Check

Roll d20. The Gamemaster may tell you to use a bonus or penalty die with the roll, depending on the situation.

Penalties are added to the d20 roll; bonuses are subtracted from the roll.

Compare the total rolled to the hero's skill score to determine the degree of success achieved.

If an attack skill is used, the degree of success determines what kind of damage dice to roll.

Armor Checks

Armor provides protection from damage. When your hero is successfully attacked, roll an armor check using the indicated die type. The result is subtracted from the damage roll.

Ability Check

When an action can't be handled by a skill, check it against an Ability Score.

How to Roll an Ability Check

Roll d20. You may receive a bonus or penalty die. Compare the total rolled to the hero's Ability Score to determine the degree of success.

Situation Die

A situation die is a bonus or penalty die combined with a d20 roll. You add a penalty die when the situation is more challenging than normal. You subtract a bonus die when a task is easier than normal.

Situation Description	No. of Steps	Situation Die Type
Impossible	+4 steps	+d12
Nearly impossible	+3 steps	+d8
Very hard	+2 steps	+d6
Challenging	+1 step	+d4
Average	None	None
Not too tough	-1 step	-d4
Really easy	-2 steps	-d6
No sweat	-3 steps	-d8
A sure thing	-4 steps	-d12

Degrees of Success

Whenever you make a check, these are the possible results. All checks use a d20 and a situation die, except average checks (which just use the d20).

Automatic Success: A roll of 1 on the d20 indicates at least an Ordinary success, no matter what the result of the situation die is.

Critical Failure: A roll of 20 on the d20 indicates a failure, no matter what the result of the situation die is.

Failure: Whenever the total of the d20 and the situation die is greater than the Ordinary score, the action fails.

Ordinary Success: A roll that is equal to or less than the Ordinary score. The action succeeds.

Good Success: A roll that is equal to or less than the Good score. The action succeeds better than planned.

Amazing Success: A roll that is equal to or less than the Amazing score. The action succeeds spectacularly.

Ketalis

A psionic warrior of the Protoss species, Ketalis has been assigned to work with the Terrans as part of the cooperative stance against the Zerg menace. He follows the teachings of the Khala, a rigid set of psychic and philosophical codes that unify the Protoss of Aiur. He presents a stern, dedicated presence and was once a rising political star on his home world. This mission, important as it is, has jeopardized his chances for ascension.

Background Information

Species	Protoss
Profession	Mindwalker
Career	High Templar

Ability Scores

Strength	9	Intelligence	11
Dexterity	9	Will	13
Constitution	9	Personality	9

Skills

Skill	A	G	O
STRENGTH			
Athletics	1-2	3-4	5-9
DEXTERITY			
Manipulation	1-2	3-4	5-9
CONSTITUTION			
Stamina	1-2	3-4	5-9
Endurance	—	—	—
INTELLIGENCE			
Knowledge	1-2	3-5	6-11
WILL			
Awareness	1-3	4-6	7-13
Intuition	—	—	—
Psionics	1-3	4-6	7-13
Mind Read	—	—	—
Psionic Bolt	—	—	—
Psionic Storm	—	—	—
Resolve	1-3	4-6	7-13
Mental Resolve	—	—	—
PERSONALITY			
Interaction	1-2	3-4	5-9

Action Checks

Roll	1-2	3-5	6-11	12+
Phase	A	G	O	M



Attacks

Psionic Bolt	A	G	O	F
Skill Score	—	—	—	—+
Damage	d4+2w	d4w	d4s	Miss!
Psionic Storm	A	G	O	F
Skill Score	—	—	—	—+
Damage	d6+4w	d6+2w	d6w	Miss!

Defenses

Light Armor	d4
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Durability

Stun	9	○○○○○
Wound	9	○○○○○
		○○○○○

Ketalis's Background

Ketalis, a Protoss High Templar, cares deeply for his people. Brave and ever vigilant, he believes it is his duty to protect the Protoss home world against all threats. The Conclave—leaders of the Protoss home world—have decided that Ketalis's duty must take him to the Terran Marines, for by helping the Terrans he will help Protoss.

His hatred for the Zerg is legendary, as is his tolerance for the Terrans. He considers them to be a young species, in need of guidance as much as in need of martial aid. He will do his best to provide both to his Terran partners.

"It shall be done."

Customizing Skills

You have a number of **broad skills** listed on the front page of this folder. These have scores that show what you need to roll to achieve an Amazing, Good, or Ordinary success. (Anything higher than an Ordinary result is a Failure.)

You also have a selection of **specialty skills**. These have no scores assigned to them yet. You get to customize this hero by assigning scores in the skills you want the character to have. Here's how:

All specialty skill scores are based on the broad skill score associated with them (which, you might notice, is the same as the Ability Score related to the broad skill).

► Add the number of points you assign to a specialty skill to the broad skill score. This determines the specialty skill score.

Assign Points. You have 11 points to assign to specialty skills. Assign all these points at this time.

Limits. You can only assign 1, 2, or 3 points to a specialty skill. Later, you can improve a specialty skill further with **achievement awards**.

After the First Adventure. You'll receive additional points after playing

the first adventure. These are called **achievement awards**. These points can be used to increase a specialty skill score, buy a new skill, or increase your hero's action check score. If you buy new skills later, record them on page 3.

Completing Page 1

Fill in the scores of the specialty skills you selected. Add the points to the broad skill's highest number to determine the Ordinary score. The Good score is half of the Ordinary score, rounded down. The Amazing score is half of the Good score, rounded down. Then fill in the attack scores.

That's it! You're ready to play.

Equipment

Along with basic clothing, your hero has the following equipment.

Light Armor Suit: This armor provides limited protection against small-arms fire and features full life support and light NBC (nuclear/biological/chemical) shielding for operation in hostile environments. It includes a comm unit.

Khala Prayer Book: The sacred teachings of the Protoss of Aiur, this book helps direct them along the Path of Ascension. It particularly teaches disciplines to achieve ever-escalating pinnacles of psionic power.

Skills

Broad skills are presented in **bold type**. Specialty skills follow the broad skills they are associated with and are presented in **bold italic type**. A skill with an asterisk (*) can't be used unless the character has put at least 1 point in it.

Strength Skills

Athletics: This skill is used to determine the success of physical actions, such as climbing and jumping.

Dexterity Skills

Manipulation: The ability to perform intricate, detailed work, from artistic to mechanical efforts, as well as sleight of hand and picking pockets.

Constitution Skills

Stamina: The ability to shake off the effects of damage and fatigue.

Intelligence Skills

Knowledge: This skill represents a character's familiarity with the surrounding universe—what the hero knows about current events.

Will Skills

Awareness: The ability to notice things that others might not.

Intuition: A natural awareness of things that can be perceived through instinct and gut feelings.

Psionics: The ability to channel and focus psionic energy to perform various psychic feats.

Mind Read: The ability to detect the surface thoughts of another sentient creature. It can't be used to probe deep memories or subconscious thoughts. Costs 1 psionic energy point.

Psonic Bolt: An attack utilizing blasts of mental energy. Costs 2 psionic energy points.

Psonic Storm: A mental attack that creates a storm of raw psychic energy that can tear apart target minds. Costs 3 psionic energy points.

Resolve: The ability to continue on even in the face of terrible odds.

Mental Resolve: A determination and degree of will power that makes a character more resistant to mental stress of all types.

Personality Skills

Interaction: The ability to deal comfortably with others.

Improving Skills

You earn achievement awards for successfully completing adventures. Between adventures, you can spend these points to improve your hero.

Increase a Specialty Skill: Spend 1 achievement point to increase a specialty skill by 1 point. Only 1 point can be spent on any single specialty skill between adventures.

Buy a New Skill: Spend 2 achievement points to purchase a broad or specialty skill your hero doesn't have. Only one new skill can be purchased between adventures.

Increase Action Check: Spend 3 achievement points to increase your hero's action check score by 1 point.

New Skills

_____	_____	_____
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Psionic Energy

●●●●●●●●●●●●●●
(Recovered 1 per hour of rest)

Playing the Game

Action Checks

At the start of each round of combat, roll an action check.

How to Roll an Action Check

Roll d20. Compare the number to your action check score. The result indicates which phase of the round your hero can act in: Amazing, Good, Ordinary, or Marginal.

Skill Checks

Use skills to perform actions, such as making an attack or searching for a hidden object.

How to Roll a Skill Check

Roll d20. The Gamemaster may tell you to use a bonus or penalty die with the roll, depending on the situation.

Penalties are added to the d20 roll; bonuses are subtracted from the roll.

Compare the total rolled to the hero's skill score to determine the degree of success achieved.

If an attack skill is used, the degree of success determines what kind of damage dice to roll.

Armor Checks

Armor provides protection from damage. When your hero is successfully attacked, roll an armor check using the indicated die type. The result is subtracted from the damage roll.

Ability Check

When an action can't be handled by a skill, check it against an Ability Score.

How to Roll an Ability Check

Roll d20. You may receive a bonus or penalty die. Compare the total rolled to the hero's Ability Score to determine the degree of success.

Situation Die

A situation die is a bonus or penalty die combined with a d20 roll. You add a penalty die when the situation is more challenging than normal. You subtract a bonus die when a task is easier than normal.

Situation Description	No. of Steps	Situation Die Type
Impossible	+4 steps	+d12
Nearly impossible	+3 steps	+d8
Very hard	+2 steps	+d6
Challenging	+1 step	+d4
Average	None	None
Not too tough	-1 step	-d4
Really easy	-2 steps	-d6
No sweat	-3 steps	-d8
A sure thing	-4 steps	-d12

Degrees of Success

Whenever you make a check, these are the possible results. All checks use a d20 and a situation die, except average checks (which just use the d20).

Automatic Success: A roll of 1 on the d20 indicates at least an Ordinary success, no matter what the result of the situation die is.

Critical Failure: A roll of 20 on the d20 indicates a failure, no matter what the result of the situation die is.

Failure: Whenever the total of the d20 and the situation die is greater than the Ordinary score, the action fails.

Ordinary Success: A roll that is equal to or less than the Ordinary score. The action succeeds.

Good Success: A roll that is equal to or less than the Good score. The action succeeds better than planned.

Amazing Success: A roll that is equal to or less than the Amazing score. The action succeeds spectacularly.

Bratalix

A Protoss Zealot, Bratalix serves the role of guardian and assault warrior for the special Terran Marine squad he has been assigned to. He enjoys the company of his Terran companions, though he tries not to show it in the presence of other Protoss. Old by Terran standards, he is only a teenager in the eyes of his fellow Protoss. He seeks to prove himself against the Zerg.

Background Information

Species	Protoss
Profession	Combat Spec
Career	Zealot

Ability Scores

Strength	13	Intelligence	9
Dexterity	8	Will	11
Constitution	12	Personality	7

Skills

STRENGTH	A	G	O
Armor Operation	1-3	4-6	7-13
Powered Armor			
Athletics	1-3	4-6	7-13
Melee Attack	1-3	4-6	7-13
Blades			
Unarmed Attack	1-3	4-6	7-13
Brawl			
DEXTERITY	A	G	O
Vehicle Operation	1-2	3-4	5-8
CONSTITUTION	A	G	O
Stamina	1-3	4-6	7-12
Endurance			
INTELLIGENCE	A	G	O
Knowledge	1-2	3-4	5-9
WILL	A	G	O
Awareness	1-2	3-5	6-11
Perception			
Psionics	1-2	3-5	6-11
Mind Read			
PERSONALITY	A	G	O
Interaction	1	2-3	4-7
Intimidate			

Action Checks

Roll	1-2	3-5	6-11	12+
Phase	A	G	O	M



Attacks

Unarmed	A	G	O	F
Skill Score				
Damage	d4+3s	d4+2s	d4+1s	Miss!
Psionic				
Blades	A	G	O	F
Skill Score				
Damage	2d4+6w	d4+6w	d4+4w	Miss!

Defenses

Protoss Power Suit	d6+1
--------------------	------

Durability

Stun	12	○○○○○○○
Wound	12	○○○○○○○
		○○○○○○○

Bratalix's Background

Bratalix is a low-ranking Templar warrior, a Zealot assault soldier sent by the Protoss to aid the Terran Marines. He is fearless, attuned to the disciplines of Khala, and outfitted with a coveted Protoss power suit. He is a student of the martial arts of his people, as well as a student of enlightenment hoping to ascend the psychic path to High Templar.

"I will prove myself in combat and ascend the paths of Khala."

Customizing Skills

You have a number of **broad skills** listed on the front page of this folder. These have scores that show what you need to roll to achieve an Amazing, Good, or Ordinary success. (Anything higher than an Ordinary result is a Failure.)

You also have a selection of **specialty skills**. These have no scores assigned to them yet. You get to customize this hero by assigning scores in the skills you want the character to have. Here's how:

All specialty skill scores are based on the broad skill score associated with them (which, you might notice, is the same as the Ability Score related to the broad skill).

► **Add** the number of points you assign to a specialty skill to the broad skill score. This determines the specialty skill score.

Assign Points. You have 9 points to assign to specialty skills. Assign all these points at this time.

Limits. You can only assign 1, 2, or 3 points to a specialty skill. Later, you can improve a specialty skill further with **achievement awards**.

After the First Adventure. You'll receive additional points after playing the first adventure. These are called **achievement awards**. These points can be used to increase a specialty skill score, buy a new skill, or increase your

hero's action check score. If you buy new skills later, record them on page 3.

Completing Page 1

Fill in the scores of the specialty skills you selected. Add the points to the broad skills' highest number to determine the **Ordinary** score. The **Good** score is half of the Ordinary score, rounded down. The **Amazing** score is half of the Good score, rounded down. Then fill in the attack scores.

That's it! You're ready to play.

Equipment

Along with basic clothing, your hero has the following equipment.

Protoss Power Suit: This armor is effective against most small-arms fire and provides full life support and NBC (nuclear/biological/chemical) shielding for operation in deep space and hostile environments. It includes a communications array.

Without the **Powered Armor** skill, a character wearing this armor suffers a +1 step penalty to all actions and action checks.

Psionic Blades: This forearm unit channels psionic energy at no cost, manifesting it as deadly blades used as a primary melee weapon.

Khala Prayer Book: The sacred teachings of the Protoss of Aiur, this book helps direct them along the Path of Ascension. It particularly teaches disciplines to achieve ever-escalating pinnacles of psionic power.

Skills

Broad skills are presented in **bold type**. Specialty skills follow the broad skills they are associated with and are presented in **bold italic type**. A skill with an asterisk (*) can't be used unless the character has put at least 1 point in it.

Strength Skills

Armor Operation: The ability to operate and move in bulky armor.

Powered Armor: The specific skill needed to utilize a Powered Combat Suit without suffering action penalties.

Athletics: This skill is used to determine the success of physical actions, such as climbing and jumping.

Unarmed Attack: This skill indicates experience in hand-to-hand combat.

Brawl: A simple slugfest style of combat, good for cracking heads when no weapons are available.

Dexterity Skills

Vehicle Operation: Basic training in the use of manually controlled vehicles.

Constitution Skills

Stamina: The ability to shake off the effects of damage and fatigue.

Endurance: Additional ability to withstand the adverse effects of damage and fatigue.

Intelligence Skills

Knowledge: This skill represents a character's familiarity with the surrounding universe—knowledge of history and current events.

Will Skills

Awareness: The ability to notice things that others might not.

Perception: A refined awareness of things that can be perceived by a character's senses—hidden things, minute details. A hero with a high Perception score is hard to surprise.

Psionics: The ability to channel and focus psionic energy to perform various psychic feats.

Mind Read: The ability to detect the surface thoughts of another sentient creature. It can't be used to probe deep memories or subconscious thoughts. Costs 1 psionic energy point.

Personality Skills

Interaction: The ability to deal comfortably with others.

Intimidate: The ability to convincingly threaten another to cooperate in some manner.

Improving Skills

You earn achievement awards for successfully completing adventures. Between adventures, you can spend these points to improve your hero.

Increase a Specialty Skill: Spend 1 achievement point to increase a specialty skill by 1 point. Only 1 point can be spent on any single specialty skill between adventures.

Buy a New Skill: Spend 2 achievement points to purchase a broad or specialty skill your hero doesn't have. Only one new skill can be purchased between adventures.

Increase Action Check: Spend 3 achievement points to increase your hero's action check score by 1 point.

New Skills

_____	_____	_____
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Psionic Energy

○○○○○○

(Recovered 1 per hour of rest)