StarCraft™

BLIZZARD
ENTERTAINMENT

P.O. Box 18979 ¢ Irvine, CA 92623

Smacker VIDEO TECHNOLO Uses Smacker Video Technology, Copyright © 1994-1998 by Invisible Inc. d.b.a. RAD Software

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support@blizzard.com   Online Technical Support

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SYSTEM REQUIREMENTS

`Computer`: Starcraft requires an IBM PC or 100% compatible computer, with a Pentium® 90MHz or better processor. Your computer must have at least 16 megabytes of RAM.

`Operating System`: You must be utilising Windows® 95 later or Windows® NT 4.0 or later to play Starcraft on your system.

`Controls`: A keyboard and a 100% Microsoft®-compatible mouse are required.

`Drives`: A hard drive with 80 MB of disk space available and a double speed CD-ROM drive are necessary for installation and play. A quad-speed CD-ROM drive is necessary to view cinematic sequences.

`Video`: Starcraft requires a Local-bus SVGA video card that supports DirectDraw®. You must have DirectX® 2.0 or better installed on your system to play the game (DirectX 5.0 is included on the Starcraft CD.)

`Sound`: Starcraft will work with any DirectX 2.0 or better compatible sound card. To play the music during the game, your sound card must be configured for playing digital audio.

INSTALLATION OF STARCRAFT

Place the Starcraft CD into your CD-ROM drive. If your computer is AutoPlay capable, a Starcraft menu will automatically appear on the screen. Select "Install Starcraft" from the list of choices to start the installation program. Follow the on-screen instructions to install Starcraft on your system. After the game is successfully installed, a Starcraft shortcut will be added to your Start menu.

If your system is not AutoPlay capable, open the "My Computer" icon on your Desktop, then select the drive letter that represents your CD-ROM drive. Double-click on the "Install" icon and continue as above.

INSTALLATION OF DIRECTX

Make sure that the Starcraft CD is in your CD-ROM drive. When you begin the installation process, Starcraft will automatically detect whether you have DirectX 2.0 or better. Should you need to update your version of DirectX or install it for the first time, you will be prompted to do so. As Starcraft cannot be played without DirectX, we highly recommend installing it immediately should you be so directed.

If you experience any problems with Starcraft, please see our Troubleshooting section before attempting to contact technical support.

Starcraft requires that you have Microsoft's DirectX 2.0 or higher installed and that your video and sound cards are DirectX 2.0 compatible. DirectX 5.0 is included on the Starcraft CD and can be installed by running "Install DirectX" from the list of options. The most common problem with DirectX games is the drivers that are in use for your sound card and your video card. If you have problems with Starcraft, you should always contact your video and sound card manufacturer (either through their web sites or over the telephone) for information on obtaining the latest drivers. Most problems will stem from systems that are using older drivers.

I do not have any video when I start Starcraft!

This problem is usually attributed to older, or incompatible, DirectX drivers. Starcraft runs in 640x480 mode and some video cards have a problem with DirectX automatically switching to that resolution. You can manually change the screen resolution to 640x480 with 256 colours as the colour depth by opening the Start menu and then opening the Control Panel in the Settings folder. Open the Display Control Panel, click on the Settings tab, and change your Display Area and Colour Palette settings.

Starcraft loads, but after playing for awhile, I receive a DirectSound Error, DirectDraw Error or Page Fault!

These issues are directly attributed to both the DirectSound and DirectDraw drivers that are in use on your system. To correct these problems, you will want to obtain the latest DirectX compatible sound drivers from your sound card manufacturer, and the latest DirectX compatible video drivers from your video card manufacturer. If this problem persists, please contact our Technical Support department or check the Technical Support FAQ at http://www.blizzard.com.

I am not hearing any music or sound effects in Starcraft.

Make sure that your sound card is compatible with DirectX 2.0 or higher. Sound cards that are not supported under Microsoft's DirectX will not work with Starcraft. Install DirectX 5.0 from the Starcraft CD. You should also contact your sound card manufacturer to obtain the latest drivers for your system and information on installing them.

I keep hearing static or feedback during the game.

This usually occurs with older sound card drivers. Contact your sound card manufacturer to obtain the latest drivers. You also may want to check your mixer settings by opening the Start menu and then opening the Programs, Accessories and Multimedia folders in that order. Select the "Volume Control"option. You may now adjust your mixer settings by moving the sliders up or down.

Why am I only getting a black screen when I start Starcraft?

Either your video card is not DirectX compatible, or you are using an older version of DirectX. You will need to install DirectX 5.0 from the Starcraft CD and/or obtain DirectX compatible drivers from your video card manufacturer.

Will Starcraft work on my Cyrix 6x86, MediaGX, or AMD K6 computer?

Yes.

Can I run Starcraft on my 486 or other non-Pentium processor?

Starcraft has been optimised to run best on a Pentium 90 or faster processor. While CPUs slower than a Pentium 90 may run the game, it may not run properly or at playable speeds.

Is there any way to play the full version of Starcraft without the CD?

No, you must have the Starcraft CD in your CD-ROM drive in order to play a full-version single player game. See the Multiplayer section of this manual for information on "spawning" Starcraft on other systems.

Can I install Starcraft to a compressed drive?

This should cause no problems. However, due to performance issues, we do not recommend it.

SYSTEM REQUIREMENTS

`Computer`: Starcraft requires a Mac OS® computer with a PowerPC® processor and 16 megabytes of physical RAM plus Virtual Memory (32 megabytes of RAM recommended). For multiplayer games of Starcraft, 32 megabytes of physical RAM is required.

`Operating System`: Starcraft requires System 7.5 or higher.

`Controls`: A keyboard and mouse are required. If you have a two button mouse, please consult your mouse manual for instructions on configuring the second button to simulate a command (⌘) click.

`Drives`: A hard drive and a double-speed or faster CD-ROM drive are required for installation and play. A quad-speed CD-ROM drive is necessary to view cinematic sequences.

`Video`: Starcraft requires that your computer support at least a 640 x 480 display in 256 colours.

`Sound`: Starcraft will work with any Mac OS compatible system's built in sound.

INSTALLATION OF STARCRAFT

Place the Starcraft CD into your CD-ROM drive. Double-click on the Starcraft CD Icon, and then double-click on the "Starcraft Installer" to copy the required game and system files to your hard drive. The installer will present an abbreviated "Read Me". Please read this, as it will contain the most up to date information about Starcraft.

TROUBLESHOOTING

Most problems running Starcraft on the Macintosh® are resolved by making sure that the proper extensions are loaded and that there are no extension conflicts. Below is the Minimal Extension list for Starcraft Macintosh:

Apple CD-ROM

DrawSprocket®

Sound Manager (for Systems earlier than 7.5.3 only)

Open Transport (Optional)

The easiest way to avoid extension conflicts is to set up an Extension Set specifically for Starcraft using the Extensions Manager Control panel (or third party equivalent). Select only the extensions you need loaded, save the set and restart your Macintosh.

j   TECHNICAL SUPPORT   x

ONLINE SUPPORT SERVICES

Blizzard Entertainment provides upcoming news, software updates, product demos, reviews, technical support and more on the following online services.

Internet: support@blizzard.com (for IBM-PC)
            macsupport@blizzard.com (for Macintosh)

World Wide Web: http://www.blizzard.com/support.htm
                     http://www.battle.net

ADDITIONAL SUPPORT SERVICES

Technical Support, with faxing capability for most problems, is currently available twenty-four hours per day, seven days a week.

You may contact CUC Software International Ltd via fax and mail.

Fax: (0118) 987 5603

We receive faxes 24 hours a day, and will respond 9 A.M. to 5 P.M., Monday through Friday, holidays excluded.

Mail: CUC Software International Ltd
      Customer Services / Mail Order / Tech Support Department
      2 Beacontree Plaza, Gillette Way
      Reading, Berkshire
      RG2 0BS, United Kingdom

BEFORE YOU CALL FOR TECHNICAL SUPPORT

If you are having problems, please consult the "Troubleshooting" section before calling technical support. We receive many calls every day and can deal with your inquiry more efficiently if you know the following information:

- The manufacturer of your computer and the CPU type/speed
- How much RAM your system has
- The version and type of operating system that you are using
- The manufacturer and model of your video card, sound card and modem

Our technical support number is (0118) 920 9111. Our hours are 9 A.M. to 5 P.M., Monday through Friday, holidays excluded. Have a pen and paper handy when you call, and be near your computer if at all possible. NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER.

MULTIPLAYER GAMING

Starcraft allows you to play with up to eight players in either stand-alone scenarios or in multiplayer campaigns. Each side can be controlled by either a human or computer opponent. The first time you start a multiplayer game over a modem, direct connection or local area network, you will be asked to create a multiplayer ID. This multiplayer ID will be used whenever you enter into a game using any of these three connection methods. Battle.net requires the creation of a separate Battle.net ID.

CONNECTION METHODS

It is important to note that any multiplayer game is limited by the quality of the connection of all of the systems involved. Heavy network traffic, poor cabling, line noise, latency, and other environmental effects can adversely affect the reliability and performance of a multiplayer game.

BATTLE.NET CONNECTION

Supports: 2-8 players

Requires: A 32-bit TCP/IP connection to the Internet. This can either be a dial-up connection or a direct connection.

Battle.net is Blizzard Entertainment's Internet gaming service. It allows players from around the world to battle against each other. Battle.net also supports a world-wide ranking system, enabling you to test your Starcraft skills against comparable opponents. Select the "Battle.net" connection method to connect to Battle.net. If your computer is configured to automatically dial out, Starcraft will dial your Internet Service Provider. Otherwise, you must establish a connection to your Internet Service Provider before running Starcraft. Once connected to Battle.net, you can chat with other players to arrange, create, and join games. Specific information is available from within Battle.net by pressing the F1 key on the keyboard.

Troubleshooting: Check with your Internet Service Provider to find out the latency level of your connection and whether your connection supports 32-bit TCP/IP applications. A high latency connection with any of the players can result in an unstable multiplayer game. If you are having problems connecting with Battle.net call your Internet Service Provider and ask for their most up to date 32-bit program to connect to the Internet.

IPX NETWORK CONNECTION

Supports: 2-8 players

Requires: 2 or more computers, connected to an active IPX-compatible network

To create a game, click "Create." The name of that game will be based on your multiplayer ID. If you wish to join a specific game, you will need to know the name of the game prior to joining. To join a game, select the desired game from the list and click OK.

Troubleshooting: Check the settings for the IPX/SPX protocol in the "Network" control panel; contact your network administrator for assistance in setting up your network connection. You will need to be sure that all computers are configured to see the same IPX frame type. Check all the physical network connections. Note that Starcraft will only work across one network segment.

MODEM CONNECTION

Supports: 2 players

Requires: 2 computers, each with its own modem and telephone line

If your system has one modem installed, that modem will automatically be chosen when you select Modem as your connection type. If you have more than one modem installed, you will need to choose the specific modem that you wish to use.

The player that is answering the call should select "Create Game" from the menu. The other player should select "New Number" and enter the game creator's phone number. If the game creator's number has been previously entered, it can be selected from the menu list. If their modem is set up correctly, their game will automatically answer the incoming call and establish the connection.

Troubleshooting: Your modem needs to be set up correctly in the Windows 95 or Windows NT "Modems" Control Panel before Starcraft will recognise it. Check your modem's settings by opening the "Modems" Control Panel. Click on the "Diagnostics" tab, and double-click on the modem that you wish to check. Windows 95 and Windows NT will run a test on your modem. If any errors are reported, consult your modem manufacturer. Make sure that the modem's COM port is not being used by another application.

DIRECT CONNECTION

Supports: 2-4 players

Requires: 2 or more computers connected via their serial ports with a null-modem cable.

One player needs to select the "Create Game" option to start a game. If the second player does not automatically join, select "Retry Connection" to attempt to join the game again. Should you wish to link three or four computers for direct connection play, please refer to the SERIAL.DOC technical help file in the Starcraft directory.

Troubleshooting: Check the cable to ensure that it is a null-modem cable and double check the connections. If a null-modem adapter is being used, make sure that only one adapter is being used. The cable needs to connect to the serial port or COM ports on each computer, not the parallel (printer) ports. Make sure that there are no conflicts between the COM ports that are being used for the null-modem connection and any other devices on either system.

APPLETALK NETWORK CONNECTION [MAC]

Supports: 2-8 players

Requires: 2 or more Macintosh computers, connected to an active AppleTalk network.

To create a game, click "Create". The name of that game will be based on your multiplayer ID. A player who wishes to join your game will need to know the game's name.

If your network has more than one AppleTalk zone, then you can click the "Choose Zone" button to select the zone that Starcraft will listen to in search of a game. Note that Starcraft will only display games on one AppleTalk Zone at a time.

Troubleshooting: Check the settings for your network in the "AppleTalk" or "Network" control panel; consult your owner's manual for assistance in setting up your network connection. Check all of the physical network connections.

SPAWNED GAMES

Starcraft allows for up to eight players to compete in multiplayer games with only one CD using a feature known as "Spawning". To create a spawned copy, simply install Starcraft onto any computer using your Starcraft CD. When prompted to enter your CD Key, enter the CD Key associated with the Starcraft CD from which you are installing the spawned copy. When you run Starcraft without a CD (indicating that you are using a spawned version), you can only play multiplayer games created by the person who spawned your copy of Starcraft and has the Starcraft CD in his computer.

Certain features of Starcraft are only available when you have the Starcraft CD in the drive. These include playing the single player campaigns, creating multiplayer games, playing against players with different CD keys and using the Campaign Editor.

GAME TUTORIAL

NOTES ON USING THE MOUSE IN STARCRAFT

The majority of your control during a game of Starcraft is through using your mouse. The mouse performs the following actions:

`SELECTION (LEFT-CLICK)`

The `left mouse button` is used to select units, buildings, command buttons and points of action (locations where orders are carried out).

`AUTO COMMANDS (RIGHT-CLICK)`

When you have a unit or group selected, the `right mouse button` can be used to issue intelligent commands that will automatically be carried out. Macintosh users with a one button mouse can hold down the `command` (⌘) key and click to use Auto Commands.

1. Select an SCV.
2. While the SCV is selected, move the targeting cursor over a mineral field. Right-click (Macintosh:⌘-click) on the minerals to be Gathered.
3. The SCV will automatically move to the mineral field and begin gathering resources.
4. Select a Marine.
5. While the Marine is selected, move the targeting cursor to an open area. Right-click (Macintosh: ⌘-click) on that area to order the Marine to move.
6. The Marine will automatically move to the selected area.
7. By using the Auto Command feature, units can be ordered to perform logical tasks (move, gather resources, repair, attack) without multiple keystrokes or button commands.

STARCRAFT TUTORIAL

The game begins with a graphic introduction to the world of Starcraft. If you would like to bypass this introduction, press the space bar or click the left mouse button. After the introduction you will be taken to the Starcraft Main Menu.

Click on the Single Player option or type "S" to begin a single player game. Note that the letter S in "Single Player" is a different colour than the rest of the title. This different coloured letter is a "hotkey" (or keyboard shortcut) which, when entered, allows you to bypass clicking with the mouse. This convention is used throughout the game.

The next step is to create your player ID. The first time you run Starcraft, you are automatically prompted to enter a new ID name. Enter any name that you wish, and then click on the OK button. To start playing with the ID you have just created, select OK again.

The next screen allows you to start the Terran, Zerg or Protoss Campaign, Load a Saved Game or Load a Custom Mission. To access the Starcraft Tutorial, select the Terran Campaign.

Resources

Main
Screen

Menu

Hide
Terrain

Command
Buttons

Mini Map   Status Display   Portrait

RESOURCES

This indicates the amount of harvested Minerals and refined Vespene Gas you currently have accumulated, as well as the current level of Supplies you have.

PORTRAIT

This is a close up of the unit currently selected.

STATUS DISPLAY

This is detailed information, including numeric statistics on any building or single unit selected in the Main Screen.

COMMAND BUTTONS

These are the different commands available to the unit, such as Build, Attack, etc.

MINI MAP

This is a bird's eye view of your Main Screen that allows you to see the entire battlefield at once. Your buildings and units appear as green squares. Other player's units, buildings and resource nodes appear as different colours. This map will increase in detail as you explore the lands surrounding your outpost.

MAIN SCREEN

This is the main field of play. Here you will be able to see, in great detail, the events that transpire in the area around you. You may select units or buildings in this window using the mouse. When one of your units is selected, a green circle will surround the unit, indicating that it is now prepared to receive your orders.

HIDE TERRAIN

This button toggles whether or not terrain is displayed in the Mini Map. Hiding terrain may make it easier to spot enemy units.

MENU

This button calls up the Starcraft Options menu.

Save Game: This allows you to save the game you are currently engaged in.

Load Game: This allows you to load and continue a game that you have previously saved.

Pause Game: This allows you to pause the game you are currently engaged in.

Options: This brings up the Speed and Sound menus.

Help: This allows you to access a list of keyboard commands as well as Starcraft Tips.

Mission Objectives: This displays the victory conditions for the current mission.

End Mission: This allows you to terminate the current mission. You will be asked to confirm your decision.

Return to Game: This closes the Starcraft Options menu and allows you to resume the game you are currently engaged in.

During a single player game clicking the Menu Button also pauses the game.

ESTABLISHING YOUR OUTPOST

Your mission is to create a small outpost on an abandoned space platform. In the centre of your Main Screen you will see a Command Centre, a Supply Depot, a group of Terran Marines and an SCV.

1. Move the arrow over the Command Centre. When you are over a unit or building on the Command Map that you are able to select, the arrow will change into a selection cursor.

2. Select the Command Centre. When you select a unit or building, a coloured circle highlights your choice. Also, a description of the selection will appear at the bottom of the Main Screen in the Status Display area.

BUILDING AN SCV

1. Move the arrow over the SCV Command Button. The words Build SCV will appear in an automated heads-up display. Note that the cost of building this unit and how many supplies it requires appears in a heads-up display that is directly connected to the Command Button. All costs for buildings and upgrades will appear in the same way.

2. Click on the Build SCV button. This begins the process of building your SCV. Note that the state of completion and the units in the queue to be built are shown in the Status Display area.

3. After the SCV is built, it will appear on the Main Screen.

4. Should you attempt to build another SCV, the message `Not Enough Supplies... Build More Supply Depots` will display directly on the Main Screen.

5. To view your current available supplies, select your Command Centre or any Supply Depot. You can also reference the display in the upper right corner of the Main Screen. You must have supplies available in order to build or train more units. To increase the supplies available for use by your outpost, another Supply Depot must be built.

CONSTRUCTION OF BUILDINGS

1. Select an SCV.

2. Move the arrow over the Build Structure button in the Command Button area and select this option. This will open the Basic Structure selection panel.

3. Move the mouse over the buttons and select the one that says Build Supply Depot. A green tinted image of a Supply Depot will appear on the Command Map. The green area represents the amount of space required to construct this structure.

Buildings must have ample space available in explored territory in order to be placed.

Specific Restrictions

Command Centres must be constructed a minimum distance from any Mineral Fields or Vespene Geysers.

Buildings may only be constructed on terrain that is defined as suitable for construction.

Buildings may only be constructed in areas that have been explored.

If you attempt to place a building in a location that is restricted, the portion of the building image that lies within the restricted location will be denoted by a red tint. Also, a message will inform you why you cannot build there, and you will be unable to place the building.

4. To place a building, select an area that falls within the restrictions for construction.

When you have chosen an appropriate site, left-click to place the building. The SCV will move to the selected site and begin construction. Note that construction does not begin until the SCV reaches the selected site. Any obstacles present when the SCV reaches the site will prevent the construction from commencing.

If you select the new Supply Depot while it is being constructed, you will notice a completion bar in the Status Display area. A status bar located below the selected building indicates how much damage the structure can take before it is destroyed. Note that a building under construction begins in a weakened state and only reaches full strength when construction has been completed.

5. Once the SCV has completed this construction, select the new Supply Depot. Notice that the total available supplies have been increased. Remember that you can also select your Command Centre or refer to the display in the upper right corner of the Main Screen.

The construction of certain buildings provides opportunities for various unit upgrades. When such an upgrade is available, moving the arrow over the associated Command Button will activate a heads-up display listing the requirements to obtain that upgrade.

EXPLORATION AND THE FOG OF WAR

You will now want to begin gathering resources such as Minerals and Vespene Gas. To increase your reserves, you must find Mineral fields to harvest and search for Vespene geysers that may be found about the area. Initially, the area around your Command Centre and Supply Depot is unexplored and will appear as great black regions on both your Main Screen and Mini Map.

1. Select an SCV. Then select the Move button from the Command Console.

2. A targeting cursor will appear on the Main Screen. Use this to indicate the destination of the selected unit.

3. Send your SCV into the unmapped region to the left of the Command Centre. Your SCV will immediately head off in that direction, surveying any territory it encounters.

4. As your unit enters unknown regions, they will become visible on both your Main Screen and the Mini Map. Continue to

explore the area immediately around your Command Centre and then return the SCV to its starting location.

5. The area that is no longer in the vision of any of your units or buildings becomes shrouded. While the terrain that is in the shrouded area is still known, any units that you do not control that enter into this "Fog of War" will not be visible on the Main Screen or the Mini Map.

6. If buildings occupy an area that is later shrouded by the Fog of War, they will continue to be shown in their last known state.

7. When your units re-enter these shrouded areas, your knowledge of the terrain and any units or buildings in that area will be updated.

GATHERING RESOURCES

1. To the left of your Command Centre should be a group of Mineral fields. Instruct your SCV to Gather these Minerals by selecting the corresponding button from the Command Console.

2. A targeting cursor will appear as you move the mouse back to the Main Screen. Left-click the Mineral field you wish to mine.

3. You can also order the SCV to gather resources by simply right-clicking on the Mineral field you wish to mine.

4. Your SCV will begin working the Mineral field and will return gathered resources to

Protoss High Templar, wearing the much prized Khadarin Amulet

the Command Centre on its own. The SCV will repeat this gathering cycle until the Minerals run out or the unit is given another command.

Now that you have found a source of Minerals, gathering Vespene Gas is next.

1. South of your Command Centre is a large Vespene Geyser. Select an SCV and move it next to the Geyser.

2. Select the Build Structure button in the Command Console area.

3. Move the arrow over the buttons and select the one that says Build Refinery. Once you have collected the required amount of resources as indicated in the heads-up display, select the Build Refinery button.

4. Move the image of the Refinery over the Vespene Geyser. When the placement mask displays all green, click the left mouse button and place the building.

Note: If you stop an SCV while it is returning to the Command Centre with a load of resources, the Gather button will be replaced by a Return Cargo button that you can select to resume delivery and continue gathering resources.

VIEWING THE MAPS

To move around in each scenario, you can use either the Mini Map or the Main Screen

1. To move using the Mini Map, select the white box and move it around by holding down the left mouse button and dragging it where desired.

2. You can also select any area on the Mini Map and immediately jump to that location.

3. To move on the Main Screen, move the arrow cursor to any edge of the screen and the map will automatically scroll in the direction the arrow is pointing.

4. To use the keyboard to scroll on the Main Screen, use the arrow keys or the numeric keypad arrows.

UNIT COMMANDS & COMBAT

You can give commands to your units at any time. All of your units share common commands, but some have specific abilities.

Wireframe · Unit Designation · Rank · Kills · Hit Points · Equipment · Portrait

Terran Marine
Private
Kills: 0

1. Select a Marine. This will activate the Status Display, Command Button and Portrait areas in the Command Console.

   WIREFRAME
   A graphic representation of the health of your unit

   HIT POINTS
   A numeric representation of the health of your unit

   UNIT DESIGNATION
   The name of your unit

   RANK
   The military rank of your unit

   KILLS
   Number of enemy units personally eliminated in battle

   EQUIPMENT
   Armour, Weapons or Special Equipment and their levels of upgrade

   PORTRAIT
   A close-up view of your unit

OPTIONS

Move

2. While having the Marine selected, click the Move button.
3. A targeting cursor will appear on the Main Screen. Use this to indicate the destination where you wish to send the selected unit.

Stop

4. While the Marine is moving, click the Stop button. The unit will halt all actions and await new orders.

Attack

5. While the Marine is selected, click the Attack icon.

6. A targeting cursor will appear on the Main Screen. Use this to indicate the target the selected unit will be sent to engage.

7. Select the Command Centre as the target you wish to engage. Normally you would never attack your own buildings, but until you feel ready to assault the enemy, they make for an easy fight.

8. While the Marine is attacking it, select the Command Centre.

9. Note that the hit point bar, numerical ratio and unit wireframe reflect the state of the structure as it sustains damage.

10. Select the attacking Marine and click the Stop button to halt your attack.

Patrol

11. While the Marine is selected, click the Patrol button.

12. A targeting cursor will appear on the Main Screen. Use this to indicate the second point of a patrol route (the first point being the current location of the unit). The unit will now move between these two points repeatedly. While in patrol mode your units will attack any enemy units they encounter.

13. To cease patrolling, select the Marine and click the Stop button.

Hold Position

14. While the Marine is selected, click the Hold Position button.

15. The Marine will now hold his position and defend that specific point, not moving to engage an enemy unit.

16. To cease Holding Position, select the Marine and click the Stop button.

ADDITIONAL ORDERS

Grouping Units

1. There are several different ways of grouping units and issuing commands to them as a group. Up to twelve units may be placed in any one group.

2. Clicking and dragging across the Main Screen allows you to draw a rectangle around the units you wish to select.

3. You may also select groups by holding down the shift key while selecting units. Holding shift while selecting a unit will add him to the current group.

4. Holding shift while clicking on an already selected unit will remove just that unit from a group.

5. Holding shift while clicking on a wireframe in the Status Display area will remove just that unit from a group.

6. Clicking on a wireframe in the Status Display area will select ONLY that unit and remove all other units from the group.

7. If you have only one unit selected and click on his portrait, it will centre the Main Screen on his location.

   Groups are automatically saved into memory and can be recalled by selecting any member of that group while holding down the `Alt` key (`Option` key on the Macintosh.)

8. Groups can be set and saved into memory by holding down the `Ctrl` key and selecting a number from `0` to `9`. This group can then be reselected by pressing the corresponding number key. Pressing the number key a second time will centre the Main Screen on that group.

`Follow Command`

9. Units can be made to follow a specific unit.

10. Select a unit or group that will be following a lead unit.

11. To choose the lead unit, immediately select it with the right mouse button (or ⌘-click on the Macintosh.) The lead unit will then be outlined by a blinking green circle.

12. Moving the lead unit will cause the attached units to "follow the leader."

SPECIAL UNIT COMMANDS

`Transports`

1. Transports are used to ferry your units across vast distances and impassible terrain. You can automatically load units onto a Transport by group selecting the units you would like to place onto the ship and then right-clicking the Transport. The number of units that can enter the transport is determined by the relative sizes of the units.

2. The Transport will be highlighted by a blinking green circle and will automatically move towards the units requesting pick-up. The selected units will also move towards the Transport and automatically enter it when it arrives.

3. Units can disembark from a Transport, after the ship has moved to its destination, by selecting the `Unload` All button in the Command Console.

   A targeting cursor will appear on the Main Screen. Use this to indicate where you wish the units to be unloaded.

4. A single unit can be made to disembark from a Transport by clicking on it's wireframe in the Status Display area while the Transport is selected. This will cause only the unit whose wireframe is chosen to disembark from the ship.

LIST OF HOTKEYS

F10	Game Menu
Alt-M	Game Menu
Alt-S	Save Game
Alt-L	Load Game
Alt-H	Help Menu
F1	Help Menu
Alt-O	Options Menu
+	Increase Game Speed
–	Decrease Game Speed
Ctrl-X	Exit Starcraft
Alt-X	Exit Starcraft
Ctrl-Q	Quit Mission
Alt-Q	Quit Mission
Ctrl-M	Toggle Music On/Off
Ctrl-S	Toggle SFX On/Off
Space Bar	Centre on Last Transmission
Ctrl+#	Assign Group #
#	Select Assigned Group
# again	Centre on Assigned Group
Alt+Select Unit	Recall Group
Shift+Issue Command	Set Waypoint
Ctrl-C	Centre on Selected Unit
Alt-C	Centre on Selected Unit
Tab	Hide/Reveal Terrain in Minimap
Shift+Tab	Toggle Diplomacy Colours in Minimap
	Green: Your troops
	Yellow: Allied Troops
	Red: Enemy Troops
Enter	Send Message
Shift+Enter	Send Message to All
Ctrl+Enter	Send Message to Allies
Shift+Select Unit	Add/Remove Unit from Current Selection
Ctrl+Select Unit	Selects all units of that type on the Main Screen

RESOURCES

In order to build up your army, you will need to collect the raw materials necessary to develop and build your war machines. There are two types of resources. You will need to procure both in order to build your full complement of troops.

MINERAL DEPOSITS

The planets along the rim are often dotted with clusters of precious Mineral crystals. These Minerals are smelted down and used to create the armoured hulls of starships, vehicles and personal armour. Even the Zerg require Minerals to harden their carapaces and develop strong teeth and bones. The Mineral crystals take some time to gather, and only SCVs, Drones, and Probes have the necessary equipment to break off bits of the crystals and return them to the proper building.

VESPENE GEYSERS

Vespene gas has an unusually high potential energy rating, and as such it is highly valued for use as a fuel in high-performance engines and energy reactors. The Zerg have adapted themselves to use raw Vespene as a source of nourishment to drive their greatly accelerated metabolisms. Even the Protoss require Vespene to work as a catalyst for their psi-driven machines. Geysers of this powerful green gas can be found on many planets along the Rim, and several space stations have been built over Vespene-rich asteroid belts. A refinery of some sort must be built over an active geyser to process and package the gas for its collection by the different species.

While an individual geyser has an effectively unlimited amount of gas within it, after a certain point the geyser "collapses" and only trace amounts of Vespene can be refined from it. Most commanders would do well to seek fresh geysers to ensure that they have enough fuel to maintain their military.

THE CAMPAIGN EDITOR

The Starcraft campaign editor allows for the creation of unlimited campaigns to play in Starcraft. These campaigns can be for either single player or multiplayer use and can consist of multiple maps, mission briefings, specific conditions for each map and special unit attributes. The campaign editor files are automatically transferred to other players in multiplayer games, ensuring the flexibility to easily design, create, and immediately play a scenario against any and all opponents.

The campaign editor offers the power of a detailed programming language presented in an accessible format that can be learned in a short time. These "triggers" take the place of complex programming statements and allow novices and veterans alike to create a richly detailed world in which to play.

For detailed descriptions on using the Starcraft campaign editor and tips on creating maps and missions, please refer to the comprehensive help file located on the Starcraft CD.

Editor Features

- Powerful trigger-language which allows you to create cause and effect statements that can be used throughout your campaign.

- Ability to create maps that range in size from 64x64 to 256x256. Rectangular map sizes such as 256x64 or 96x128 are also available.

- Complete access to all of the units and buildings in the game, including heroes from each of the species.

- Ability to set up 'Forces' where multiple players are tasked with a common set of victory conditions or other conditional guidelines.

- Ability to modify each of the individual unit and building statistics.

- Regions can be defined and named, to specify actions that should happen in specific areas on the map.

STARCRAFT

TERRAN HISTORY

THE DECLINE OF WESTERN CIVILISATION

Although technology and world culture progressed rapidly throughout the twentieth century, their advancements paled in comparison to the seemingly reckless leaps that would follow. By the end of the twenty-first century, mankind had seen bold and unprecedented changes within the world. Radical new technologies were surfacing at incredible rates, offering increased access to advanced computers and informational databases to even the most destitute nations of Earth. In the wake of the eradication of Communism from the Eastern Nations, nuclear weapons quickly became available in abundance. The international power structure, once defined primarily by the acquisition of capital and military superiority, was blasted apart as third-world nations rose to challenge the economic and military might of the world's super-powers.

As the manipulative sciences of cybernetics, cloning and gene-splicing rose steadily into the public forum, militant humanist and hard-line religious groups challenged the rights of private interest corporations who profited from genetic experimentation. Multitudes of people were being augmented with cybernetic implants while others began to manifest slight physical mutations ranging from heightened senses to advanced telepathy. These dramatic changes within the human gene pool caused widespread panic amongst many of the fundamental humanist factions.

Technology continued to evolve and spread, and population rates soared. Near the end of the twentieth century, there were six billion people upon the earth. Within three hundred years, the population had grown to an estimated twenty-three billion. Pollution and a lack of natural resources and affordable fuels added to the fire as world leaders sought ways to stem the growth of their nation's inhabitants. Popular sentiment held that the world was plummeting towards an inevitable catastrophe as overpopulation and genetic alteration swept across the globe.

Meanwhile, as tensions rose around the world regarding the use and capitalisation of cybernetics and genetic mutations, many core international economic systems folded in upon themselves and shut down. Horrific acts of terrorism and violence erupted between the corporate sector and the humanist factions, resulting in forced police actions across the globe. Irresponsible media coverage of these atrocious police actions spurred the already rampant civil chaos in many of the larger countries. Ultimately, the precarious balance of world power exploded into international pandemonium.

THE NEW ORDER

On November 22, 2229, the United Powers League was founded. The UPL was to become the ultimate incarnation of the vision of a unified humanity held by the now defunct United Nations. This new order encompassed and controlled close to ninety-three percent of the earth's population, failing only to bring order to a few volatile South American states. The UPL was founded upon the basis of

'enlightened socialism', but often resorted to harsh, fascist police actions to maintain the public order. With its control lasting for nearly eighty years, the UPL began to devise a rigid agenda that would unify the various cultures of humanity for all time. Great lengths were taken to eradicate the last vestiges of racial separatism, and the Unitariate Commissions banned many of the world's oldest religions. English was designated as the common tongue of the planet, replacing many ancient languages that were subsequently banned in their native countries.

Although religions were officially banned by the UPL, the organisation held an almost zealous belief in the supposed 'divinity of mankind'. This quasi-religious dogma called for the immediate eradication of any non-vital prosthetics or mutations amongst the pure-strain human gene pool. Hard-line UPL proponents and scholars argued that genetic alteration, cyber technology, and the use of psychoactive drugs all led to the eventual degeneration of the human species. The UPL leaders formulated a bold plan that would assure that humanity would persevere, unscathed by the tempting corruption of radical technologies.

THE GREAT PURIFICATION

Like the bloody Inquisitions that devastated Europe eight hundred years before, the UPL set in motion one of the harshest agendas ever conceived by humanity: Project Purification. This genocidal crusade was the Government's final solution to the matter of cleansing humanity of its more degenerate facets. UPL troops scoured every nation on earth, rounding up dissidents, hackers, synthetics, the cybernetically enhanced, tech-pirates, and criminals of every kind. This planet-wide culling resulted in the eradication of nearly 400,000,000 people. The world-media, now

under the strict control of the UPL, downplayed the horrific violence and kept the general populace of Earth unaware of the scope of the atrocities being committed.

Despite their heinous acts, the UPL succeeded in advancing many core technologies. Fields of research that had lain dormant for decades were opened again under UPL control. The Space Exploration programs of the mid-twentieth century, abandoned by the American and Russian governments due to drastically reduced budgets and incessant political sabotage, became the basis for a new era of exploration for humanity. The coupling of cryogenic hibernation with warp-drive technology resulted in the ability to travel amongst the stars. Within the span of forty years the UPL founded colonies upon the moon and many of the other planets within the Terran solar system.

During this period, a brilliant young scientist named Doran Routhe made plans to consolidate his power within the UPL. Uninvolved with the vulgarities of Project Purification, Routhe was obsessed with founding colonies upon the worlds found beyond the Terran Sector. Routhe was convinced that the discovery of new minerals and alternate fuel sources on the outlying worlds would make him one of the most influential men on Earth. Through his political connections and personal fortune, Routhe was able to secure thousands of UPL prisoners to use as guinea pigs for his secret plans.

The prisoners, slated for mass execution under the edict of Project Purification, were transported to Routhe's private laboratories. Routhe, planning on sending the prisoners off to colonise the outlying worlds, had his science crews prep nearly 56,000 people for long-term cryogenic hibernation. Cataloguing the various mutations and cybernetic enhancements of the prisoners, Routhe input all of the data into a

revolutionary supercomputer. This Artificial Tele-empathic Logistics Analysis System, known as ATLAS, then processed this genetic information and was able to predict which of the prisoners should be able to survive the trial to come. Only 40,000 of the prisoners were deemed viable to survive the rigorous conditions. Those 40,000 were then loaded onto four gargantuan, automated deep-space supercarriers. As the prisoners were prepped for cryogenic 'cold sleep', the ships were loaded with enough supplies, rations and hardware to aid them once they arrived at their scheduled destination. The navigation computer was then programmed with the coordinates of the outlying planet Gantris VI. All seemed in perfect preparation, but even Routhe could not have imagined that the prisoners would be launched to their almost certain deaths in the galactic rim.

THE EXILES AND THE LONG SLEEP

The ATLAS was installed into the first of the supercarriers, the Nagglfar. Three other carriers — the Argo, the Sarengo, and the Reagan — were programmed to follow the Nagglfar as it was launched into the void of space towards Gantris VI. Over the course of this journey, which later generations would call 'The Long Sleep', ATLAS continued to monitor the humans kept in cryogenic stasis. Evaluating the numerous mutations and enhancements found within the prisoner's gene pool, ATLAS became aware of a powerful mutagenic strain that existed in some of their DNA. While this mutation was found to reside in less than one percent of the prisoners, it seemed to augment the latent psionic potential within the human brain. ATLAS calculated that, should the prisoners survive in their new environment, many of them might benefit from this psionic

mutation within only a few generations. These findings were recorded and relayed back to Earth, straight into the logs of Doran Routhe.

Originally scheduled as a one-year trip, their voyage took a turn for the worse. At some point during the journey the navigational systems linked to ATLAS shut down, erasing not only the coordinates of Gantris VI, but those of the Earth as well. The four ships, carrying their hapless cargo in stasis, barrelled blindly through space at warp speeds for nearly thirty years.

Eventually, the warp-drive engines of the four supercarriers reached critical meltdown. After twenty-eight years of warp travel, the huge ships emerged into real space near the edge of a habitable star system. Some 60,000 light years from the Earth, their engines destroyed and their life-support batteries nearly exhausted, the ships engaged their emergency protocols and plummeted towards the nearest habitable worlds in the system.

The Reagan and the Sarengo crash landed on the world that would be named Umoja. The Sarengo, which had suffered massive systems failures during its atmospheric descent, smashed into the planet killing all of its 8,000 passengers. The Reagan was more fortunate, making a controlled descent and landing safely. Once the ship had landed, the 'cold sleep' chambers were deactivated and the surviving passengers slowly awakened. The passengers, attempting to discern where they were and how long they had 'slept', found that the ATLAS system had somehow erased all knowledge of their journey from their computer banks.

The Argo landed upon the red world of Moria. Its passengers met with the same fate as those aboard the Reagan, as all information regarding their current status was erased. Only the passengers of the Nagglfar could access their ship's computers to discern their plight. They accessed ATLAS directly and confirmed their growing suspicions that they would never see the Earth again, for although they had

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landed on the temperate planet of Tarsonis, the Nagglfar was damaged beyond repair. The surviving exiles, now spread across three worlds, began to salvage their wrecked ships in an attempt to find refuge in their new surroundings.

THE CONFEDERACY AND THE NEW WORLD

The inhabitants of each planet worked to survive in what they termed 'the New World'. Unaware that their fellows also thrived upon the other worlds in the system, the vagabond Terrans made do with whatever meager resources they could find. Having lost the means to communicate over interplanetary distances when their ships were stripped for essential materials, the Terrans lived in isolation for decades. In a relatively short amount of time, the three isolated groups of Terrans founded sister colonies upon their respective worlds, and although it would be at least sixty years before the three colonies would be reunited by space travel, each of them grew into prosperous, self-contained communities. Tarsonis, the largest and most technologically advanced of the colonies, soon developed second generation sub-warp engines. This allowed their ships to explore the myriad, barren planets of the surrounding star system and eventually led them to find the other survivors of the Long Sleep.

Once reunited, the three colonies benefited from mutual trade and commerce treaties. Although Tarsonis kept pushing Umoja and Moria to join in a conglomerated government, the two colonies steadfastly refused. The fleets of Tarsonis continued to explore the Terran patch of space that came to be known as the Koprulu Sector.

Founding prosperous colonies upon seven other worlds within the system enabled the military might of Tarsonis to grow by leaps and bounds. A new government, christened the Terran Confederacy, was founded by the Tarsonian colonies. The Morian colony, which had benefited from having the largest resource mining operations in the Sector, began to fear that this new Confederacy might attempt to move in and regulate their lucrative operations. Thus the Kel-Morian Combine was formed; a shady, corporate partnership that would supply military aid to any Mining Guild that was oppressed by Confederate policy. Tensions rose between the Confederacy and the Combine leading to the outbreak of the Terran Guild Wars.

The Guild Wars lasted for nearly four years, with the Confederacy eventually "negotiating" peace with the Combine. Although the Combine retained its autonomy, almost all of its supporting Mining Guilds were annexed into the holdings of the Confederacy. The Umojan colony, after seeing what blatant abuse the Confederacy was capable of, founded the Umojan Protectorate. This nationalised militia would work to keep its colony free from Confederate tyranny. In the final analysis, the Guild Wars assured the Confederacy its position as the dominating factor within the Terran power structure.

The might of the Confederacy continued to grow as its 'Prospectors' claimed world after world with their reckless expansionism. Pirate groups and radical militia organisations began to spring up more frequently as Confederate enforcement agencies continued to abuse their citizenry. One of the greatest examples of revolt against Confederate policy was the Rebellion of Korhal.

THE REBELLION OF KORHAL

Korhal was one of the core Confederate worlds originally settled by Tarsonian colonists. A world of affluence and enlightenment, Korhal contributed greatly to

the military and technological advancements of the Confederacy. Although the Confederacy benefited from Korhal's continued productivity, the citizens of the colony resented their forced affiliation with the often-corrupt Confederate Senators. Attempting to retain their independence, the citizenry of Korhal instigated numerous riots against the local Confederate militia. The Confederates responded in kind and declared martial law throughout the colony. This only seemed to agitate the populace even more, escalating the already rampant civil chaos. The Confederates believed that if their most treasured and pampered colony could turn against them, then all of their other colonies might revolt as well. It was decided that the crisis on Korhal would be ended by any means necessary. Korhal would serve as a chilling example to all of the colonies in the Confederacy.

A dynamic Korhalian Senator by the name of Angus Mengsk took it upon himself to formalise the sentiments of his fellow citizens. Their cry for freedom was undeniable when Mengsk actively declared war against the Confederates. Whipping the people of Korhal into a volatile, patriotic frenzy, the Senator succeeded in capturing all of the Confederate outposts on Korhal. Issuing statements declaring that the Confederacy no longer held any claim over the world of Korhal, Mengsk succeeded in garnering the respect and admiration of many other struggling colonies.

The Confederates, seeking to contain the situation, pulled their forces from Korhal and withdrew their fleet from its skies. Mengsk and the other leaders of the revolt, believing that they had won their independence, celebrated their victory over the Confederacy. The Confederates, knowing that a perceived loss to Korhal might instigate other colonies to revolt, planned to retake the planet through subtler means.

The Confederates sent three of their deadliest assassins, known only as Ghosts, to eliminate Mengsk and his supporters on Korhal. The Senator's decapitated body, along with those of his wife and young daughter, were found the next morning on the private balcony of his towering, fortress-like headquarters. Mengsk's head was never found. While the assassination did much to weaken the revolt on Korhal, it also fueled the fires that would eventually forge the greatest enemy the Confederacy would ever know…

Arcturus Mengsk, an accomplished Confederate Prospector and businessman, did not take the news of his family's death well. Having been a Prospector for years, Arcturus knew of the despicable lengths that the Confederacy would go to in an effort to reach its objectives. He was uninterested with greater Sector politics and was even alarmed and somewhat embarrassed by the actions of his estranged father on Korhal. He never dreamed, however, that his family would be killed merely to prove a point. Their deaths stirred something inside the young Arcturus, leading him to forsake his promising future and follow a lonely path of vengeance.

Rallying the various militant groups that had followed his father against the Confederates, Arcturus succeeded in fashioning an impressive, yet somewhat ragtag, army. Mengsk's followers struck boldly at various Confederate bases and installations, costing the Confederacy billions of credits in men, machines and equipment. With rumours spreading of a secret alliance between Mengsk's group and the Umojan Protectorate, the Confederate government quickly decided on a final solution to their problem. A salvo of one thousand Apocalypse-class nuclear missiles was fired at the planet of Korhal from the distant Confederate capital of Tarsonis. Over 4,000,000 people were annihilated during

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the savage attack. In a single instant, the prosperous colony of Korhal was reduced to nothing more than a super-heated sphere of blackened glass and stirring phantoms.

The news of the holocaust reached Mengsk at a secret base located within the borders of the Umojan Protectorate. With nothing left save vengeance, Arcturus and those gathered with him on that sorrowful day pledged a sacred vow to bring down the Confederacy at all costs.

Calling themselves the Sons of Korhal, Arcturus and his renegade team of volunteers quickly made names for themselves as the most wanted fugitives in the Sector. Striking silently and swiftly, the Sons of Korhal won countless victories over the Confederacy. But with every battle won in the name of justice, Arcturus was portrayed as a madman and a terrorist by the Confederate-controlled media. Most colonies refused to house or provide services to anyone affiliated with the outlaw group. Yet, despite seemingly overwhelming odds and scandalous public opinion, Mengsk never gave up the fight against the Confederates. To this day, the Sons of Korhal continue to confound Confederate enforcement agencies as they work to bring about their mission of liberation for the Sector.

WAR

The various colonial powers and pirate militias continued to spar with the Confederate forces. Although many of the groups were constantly at odds with one another, the overall Terran presence within the Koprulu Sector continued to strengthen and expand. These petty squabbles would end soon enough as the Terran colonies found themselves caught in the midst of a struggle of epic proportions.

Without warning a fleet of fifty alien warships descended from the skies over the outlying Confederate colony of Chau Sara.

The massive ships opened fire upon the unsuspecting colony, continuing to decimate every inhabited settlement on the planet. This unprecedented attack caught the Confederate forces by surprise, sending the shocked Terran fleets into disarray. Although they had never encountered alien species of any kind, they rushed quickly to defend themselves against this new, mysterious enemy.

The Confederacy launched a clumsy counter attack against the alien fleet as it made its way towards the second Terran planet of Mar Sara. The alien fleet, identifying itself as the Protoss, mysteriously withdrew its forces and spared the colony. Soon afterwards, a second, terrifying alien presence was discovered on the outskirts of Mar Sara. These new, insect-like invaders were very different from the Protoss that attacked the colony just a short time before.

No Terran agency could account for the disturbing presence of not one, but two strange alien races within their colonies. Overcome by a collective, paranoid terror and encumbered by their own political infighting, the hapless Terran factions could only watch as an ever-increasing tide of alien invaders made their way towards the heart of the war torn Terran Sector.

TERRAN SPECIES OVERVIEW

Forced to adapt to a harsh existence on the mostly lifeless worlds along the Galactic Rim, the Terrans are masters of survival. Possessing neither the advanced technology of the Protoss nor the natural prowess of the Zerg, their military consists of a varied mix of units. From the effective, yet expendable, Marine conscripts to the highly trained Wraith pilots, the Terrans are a tenacious lot who are quite unwilling to concede their territory.

Despite the setbacks this young species has suffered, the Terrans have managed to spread from world to world, fully believing that they can stand against any opposition.

Mobile Buildings

The key to the survival of the Terran species is flexibility. Their primary structures are equipped with self-contained thruster systems that enable low altitude flight and allow them to change locations. A building in flight is unable to perform any of its normal operations. Also, any structures that had been added onto a mobilised building are left behind and are non-functional. Once the primary building has landed it quickly regains full functionality, although the abandoned add-on structure remains useless. The nomadic abilities of the Terrans allow them to not only travel from one cache of resources to the next, but to evade an impending attack as well. Finally, if the appropriate primary building is instructed to land next to an abandoned add-on, even one built by enemy Terrans, it can be captured and put to use.

Critical Building Damage

The primary drawback of the modular and often improvised technology employed by the Terrans is that their buildings are particularly vulnerable to extensive damage. Ruptured Vespene tanks and sudden power surges can cause an already damaged structure to collapse, even if it is no longer under direct attack. Any Terran building which is severely damaged drops into the "red zone", indicated by the structure's Hit Point bar turning red. A building so damaged will continue to lose Hit Points unless it is repaired enough to return to Yellow or Green status.

Support

With the exception of add-ons, all Terran buildings have self-contained power generators and do not require additional support or resources once constructed. Since add-ons are powered by the building that they are attached to, they will shut down if the primary structure is destroyed or disconnected.

Terran troops and vehicles, however, do require a constant supply of food, fuel, and spare parts that are provided by Supply Depots. The current level of available Supplies is displayed in the upper right hand corner of the Main Screen. Any Supply Depot will also display current Supply statistics when selected. If there are not enough Supply Depots to properly support the current number of Terran forces, the training or manufacture of additional units will not be possible until additional Supply Depots are constructed.

TERRAN UNITS

Marine
Role: Armoured Infantry Trooper
Armament: CMC-300/400 Powered Combat Suit
8mm C-14 "Impaler" Gauss Rifle

Marines are the first line of defense for most Terran colonies. A majority of them were at one time criminals or rebels who have undergone mandatory Neural Resocialisation. Freed from any previous allegiances or ideologies, these fearless men and women are ready to defend Confederate interests with their lives.

The Powered Combat Suit worn by Confederate Marines is effective against most small-arms fire and provides them with full life-support and NBC (Nuclear/Biological/Chemical) shielding for operation in deep space and hostile environments. The C-14 Impaler Gauss Rifle fires 8mm metal "spikes" at hypersonic speeds. The rounds are designed to provide maximum penetration against all armour types. To preserve both ammo usage and minimise power requirements, the rifle uses a capacitor system to fire in short, controlled bursts.

Firebat
Role: Armoured Assault Trooper
Armament: CMC-660 Heavy Combat Suit
Plasma-based Perdition Flame Throwers

Like standard Marine Infantry, Firebats are typically "culturally challenged persons" who have been Resocialised by the Confederate government. Equipped with powerful, arm-mounted flame throwers, they serve as assault troopers in the various Terran Militias. Although their attack has a limited range, the flame throwers cause considerable damage to any target caught within the stream of fire. Firebat Combat Suits provide additional protection from heat and flame, although they are significantly heavier than standard Marine armour.

StimPack

The newest versions of the Marine Powered Combat Suit and Firebat Heavy Combat Suit feature an in-field chemical delivery system filled with a powerful mixture of synthetic adrenaline and endorphins coupled with a powerful psychotropic aggression amplifier. When activated, the StimPack provides the user with greatly increased speed and reflexes. Some tissue damage may result.

Side effects including insomnia, weight loss, tremors, grand mal seizures, mania/hypomania, paranoiac hallucinations, severe internal hemorrhaging and cerebral deterioration have all been declared nominal and well within Confederate acceptable safety margins.

Ghost

Role: Espionage/Intelligence Agent
Armament: Hostile Environment Suit
25mm C-10 Canister Rifle
Personal Cloaking Device (Special Issue)

Ghosts epitomise the height of human evolution and physical conditioning. Born with incredible psionic potential, these agents are quarantined by the Confederate Government and trained from infancy to channel their psionic energies to augment their natural physical strength and endurance. As a precautionary measure, Psychic Dampeners are surgically implanted in all Ghosts.

Cloak

The most unnerving of these agent's skills is the ability to cloak themselves from enemy detection. This 'invisibility' has earned the Ghosts a fear-inspired reputation for their mysterious battlefield tactics. Older models of the Ghost Hostile Environment Suit may not be equipped with a personal cloaking device, but they may be retrofitted with them in the field.

Lockdown

The C-10 Canister Rifle normally fires High-Explosive rounds, but it can also be armed with special Lockdown rounds that temporarily disable mechanised units caught within the blast. The Lockdown shell must be charged with a small amount of energy before use.

Nuclear Strike

One of the primary responsibilities of the Ghost is to locate enemy units or structures for tactical nuclear strikes. Using a special frequency targeting laser, the Ghost can direct missiles from any friendly silos with pinpoint accuracy.

Vulture

Role: Scavenger Hover-Cycle
Armament: Anti-Personnel Fragmentation Grenades
              Spider Mines (Optional)

The armoured Vulture Hover Bikes, used primarily for scouting the myriad wastelands of the Terran Colonies, are designed for speed and reliability. The Limited Gravity Hover Technology used by the Vulture allows it to travel over rough terrain without loss of traction or speed. Although ill-suited for heavy combat, they make excellent skirmishers and the bike-mounted grenade launcher is extremely effective against lightly armoured targets.

Spider Mines

Although Spider Mine deployment systems are still not standard equipment on the Vulture, they are becoming more popular, especially on border worlds. Spider Mines can be used to protect resource reserves and vital tactical locations. The small mines bury themselves in the ground and wait for enemy units to approach. Once activated, the mines will arm themselves and scuttle towards their targets.

Goliath

Role: Forward Assault Strike Armour
Armament: Twin 30mm Autocannons
            Hellfire Anti-Air Missiles

The Goliaths, manufactured by LarsCorp Technologies, were originally built for the Kel-Morian Combine to serve as infantry support. Corporate saboteurs stole the plans and sold them to Confederate interests, and to this day the Goliath is well-known along the Rim.

Featuring all-terrain maneuverability and a computer-based heavy-weapons systems, the Goliath is equally adept at providing both ground level and anti-air support. It is armed with twin 30mm smoothbore Autocannons and Hellfire-AA Scatter Missiles.

The use of Goliaths in the infamous Kel-Morian Mining Revolts showed just how effective even a small number of these versatile Combat Walkers can be when engaged in intensive urban warfare.

Arclite Siege Tank

Role: Mobile Artillery Cannon
Armament: Twin 80mm Cannons
            120mm Shock Cannon

The heavily armoured Arclite Siege Tank is renowned throughout the Confederacy for its devastating firepower and stalwart emplacement/advance tactics. Originally designed to serve as a "final defense" security cannon, the versatility of the Goliath Walker showed that mobility was crucial in maintaining an effective military. In its final form, the Siege Tank is intended to operate as a two-stage vehicle, although the first series of tanks produced were single-stage vehicles that were later upgraded.

Siege Mode

The primary form of the Arclite Siege Tank is extremely effective, but city assaults and base defense required more firepower than even these machines could effectively provide. The solution was to provide a secondary, artillery-based mode for the tank. Once transformed into Siege Mode, the Arclite tank sacrifices mobility to deploy its awesome Shock Cannon.

SCV
Role: Space Construction Vehicle
Armament: Fusion Cutters

Initially used during the reconstruction of the Tarsonian Orbital Platforms, the T-280 SCV (Space Construction Vehicle) became a staple in intra-Colonial construction and engineering due to its ability to perform a multitude of tasks, including the construction of new buildings and the transportation of raw resource materials. It is this versatility, and an unmatched reliability, that make the SCV an invaluable tool in rapidly establishing Marine encampments and strike bases on any terrain.

Repair

SCVs can repair damaged buildings and mechanical units to quickly bring them back to full capacity. Conducting repairs uses a small amount of resources, depending on the extent of the damage that must be fixed. Select an SCV and left-click the Repair button. With the targeting cursor, select the damaged mechanical unit to be repaired.

Dropship
Role: Armoured Personnel Carrier
Armament: None

Heavily armoured Terran Dropships are a vital part of Colonial defense and are fully rated for both atmospheric and deep space flight. The daredevil pilots of these sometimes faulty, unreliable ships are charged with delivering Marine armour and infantry to any hotspot or combat zone. Early experiments in equipping Dropships with weapons systems were scrapped in favour of greater carrying capacity.

Unloading Units

True to its name, the Dropship is capable of extremely rapid deployment. Selecting the Unload All button will drop off all carried units at the selected location. To drop off specific units one at a time, click on the unit wireframe in the Status Display on the console.

CF/A-17 Wraith
Role: Space Superiority Fighter
Armament: Gemini Air-to-Air Missiles
             25mm Burst Laser (Model CF/A-17G only)

The versatile one-man Wraith fighters are a new addition to the Colonial space forces. Traditionally, most space battles took place between large capitol ships and smaller gunships, but Tarsonian technicians found that small, dynamic high-speed fighters could repeatedly deal damage to large ships while still evading most defensive battery attacks. The Wraith is the newest of these space superiority fighters, and although normally armed only with air-to-air missiles, newer variants also utilise a belly-mounted burst laser for ground attacks.

Cloaking Field

The new CF/A-17G Wraith features a built-in cloaking field which runs off of the fighter's main power supply. When active, the cloaking field hides the Wraith from enemy view. This has proven invaluable in both base defense and strike operations.

Behemoth Battlecruiser
Role: Command Ship
Armament: Laser Batteries
             Yamato Cannon (Limited Availability)

The massive, Behemoth-Class Battlecruisers are virtual flying fortresses, built to keep the peace within the Terran Sector. Outfitted with multiple laser batteries and thick NeoSteel armour, these ships are easily the most powerful of the Colonial vessels. Many Colonial generals use Battlecruisers as their command centers during long space campaigns.

Yamato Cannon

Recent research has also led to the development of the devastating Yamato Cannon, a terrifying weapon that uses an intense magnetic field to focus a small nuclear explosion into a cohesive beam of energy. The Cannon requires a huge energy reserve to fire, but its effects are impressive, to say the least. Terran engineers are currently working overtime to retrofit existing Battlecruisers with Yamato devices,

but many older ships are still in service.

Explorer Science Vessel
Role: Mobile Research Station
Armament: None

Many Colonies have placed Explorer Vessels at strategic points throughout the galaxy to further study anomalous phenomena, and the Corps' own Epsilon Squadron uses them extensively along Confederate borders for surveillance and study. Recently, as alien forces have begun to infringe upon Colonial space, Explorer Vessels and crew have been recalled to provide electronic warfare and combat support. The primary ability of the Explorer is detecting concealed enemy units. By outfitting the Explorer with special modifications, several other useful effects can be created.

Defensive Matrix
Confederate scientists are still working on creating stable, long-term force field generators, but early research has enabled the deployment of a short-lived defensive matrix that can absorb significant punishment. This energy matrix can be created around any unit within a short range of the Explorer.

EMP Shockwave
By generating a massive, short-ranged electromagnetic pulse, the Explorer can disable shields and special electronics on any nearby units. Although the vessel creating the EMP is not affected, any friendly units within the radius of the EMP pulse are subject to its effects.

Irradiate
Targeting a unit with this effect will bathe it in a high-energy stream of radioactive particles, saturating it with damaging energy. The radioactive field will damage any personnel within close proximity of the irradiated unit. The field will lose energy over time, but not before it deals considerable damage to clustered troops.

TERRAN BUILDINGS

Command Centre (Mobile Building)

Command Centres serve as the focal points for all Terran outposts. Originally designed to be roving resource processors for Confederate Prospectors, the Command Centres can pick up stakes and move on to new Mineral or Vespene deposits. They also have the ability to manufacture SCVs and serve as the return point for mining vehicles. Heavily armoured and sturdy, the slow moving Command Centres are most vulnerable when they are on the move.

ComSat Station (Add-On to Command Centre)

This auxiliary building provides the Command Centre with improved communications and scanning technologies.

- Scanner Sweep. Directing a focused scanner sweep of an area will reveal any units and buildings located there, including cloaked and concealed enemies.

Nuclear Silo (Add-On to Command Centre)

After the Korhal incident, full-scale nuclear weapons were banned from use on habitable worlds, but smaller tactical nuclear weapons are still used by Confederate forces.

- Build Nuke. The somewhat dangerous Nuclear Silo can produce and house a single tactical nuclear warhead. To prevent outside tampering with the missile guidance commands, a Ghost agent is required to actually direct the missile to its target.

Supply Depot

The Supply Depot houses all of the goods, tools, and accessories that are necessary in the day-to-day running of Terran outposts. As various encampments grow and prosper, it is necessary to provide an ever-increasing amount of supplies for colonists and military forces alike.

Vespene Refinery

The rather ramshackle Refineries were designed to speed up the arduous process of Vespene mining on the more desolate Terran worlds. Once constructed on top of a Vespene geyser, the Refinery will automatically package the gas into containers easily transportable by SCVs.

Barracks (Mobile Building)

The Barracks houses and trains all of the Terran infantry units. Like the Command Centre, it is a mobile structure able to traverse great distances in order to reach new hot-zones or deployment centres.

Academy

The Confederate Marine Corps is always researching new technologies and seeking to improve the quality of its personnel. The Academy is the primary centre of this research.

- **Research U-238 Shells.** These depleted uranium shells are designed to provide a greater firing range for the C-14 Gauss Rifle carried by Terran Marines.

- **Research StimPack.** When activated, the StimPack provides the user with greatly increased speed and reflexes. Some tissue damage may result.

Engineering Bay (Mobile Building)

An Engineering Bay is vital to improving the quality of weapons and armour used by Terran ground troops. Possessing a degree of mobility, the Engineering Bay is one of the more vital buildings in any Terran settlement.

- **Upgrade Infantry Weapons.** This upgrade enhances the standard issue weapons carried by the Terran Marine, Firebat and Ghost.

- **Upgrade Infantry Armour.** This upgrade enhances the standard issue armour worn by the Terran Marine, Firebat and Ghost.

Factory (Mobile Building)

The massive, automated Factory is the primary production center for all Terran ground-based vehicles, from the speedy Vulture to the massive Siege Tank. Factories are heavily armoured and mobile, but their tremendous import to a strong military presence makes them likely targets for enemy forces.

Machine Shop (Add-On to Factory)

The Factory is primarily designed to assemble prefabricated vehicle designs and components. A Machine Shop is necessary to process the parts needed for heavier vehicles and to develop new technology and upgrades for existing vehicle designs.

- **Ion Thrusters.** Originally designed for inner-atmosphere shuttles, these engines have been modified to provide increased speed for the Terran Vulture Hover Cycle.

- **Spider Mines.** Vultures can be equipped with small, motion-detecting mines that bury themselves once deployed. These mines automatically track nearby targets.

- **Siege Tech.** This technology retrofits the Arclite Siege Tank to transform into a stationary artillery piece capable of delivering increased damage at a longer range.

Armoury

Within the battered walls of the Armoury, Terran researchers and test groups work to develop improved materials for the heavy weapons and armour used by Terran vehicles and starships.

- **Upgrade Vehicle Weapons.** This upgrade enhances the standard issue weapons mounted on the Terran Vulture, Goliath and Siege Tank.

- **Upgrade Vehicle Plating.** This upgrade hardens the standard armour of the Terran Vulture, Goliath and Siege Tank.

- **Upgrade Ship Weapons.** This upgrade enhances the standard issue weapons mounted on the Terran Wraith and Battlecruiser.

- **Upgrade Ship Plating.** This upgrade strengthens the standard armour of the Terran Wraith, Dropship, Science Vessel and Battlecruiser.

Starport (Mobile Building)

The large, highly advanced Starport is responsible for the construction and maintenance of all space-faring vehicles and starships used by the Confederacy. Like all primary structures it is mobile, but extremely vulnerable, while in transit.

Control Tower (Add-On to Starport)

A Control Tower is necessary to coordinate the construction and upgrading of advanced Terran vessels.

- **Burst Lasers.** This secondary weapon system is designed exclusively for the Wraith, enabling air-to-ground assaults.

Science Facility (Mobile Building)

Terran researchers work with forced diligence at the Science Facility to develop radical new weapons and defensive systems for the good of the Confederacy. Rumoured to study and analyse the radically advanced technology of the Protoss, these scientists constantly strive to bridge the vast gap between Terran science and alien knowledge.

- **Defensive Matrix.** Research of this technology creates a type of defensive field deployable by the Explorer Science Vessel.

- **EMP Shockwave.** Explorer Science Vessels outfitted with EMP Generators can disable nearby shields and special electronics through a massive, short ranged electromagnetic pulse.

- **Irradiate.** Created as a by-product of research into nuclear waste disposal, radiation field generation has become a growing area of Science Vessel experiments. Effects of Irradiation are limited to a localised radius around the specified target.

- **Titan Reactor.** When installed onboard Explorer Science Vessels, these giant fusion-pod reactors provide increased energy output.

Physics Lab (Add-On to Science Facility)

By adding a high-energy particle accelerator and exhaustive diagnostic equipment to an existing Research Centre, Terran scientists have been able to facilitate the development of various technological advancements.

- **Cloaking Field.** The activation of a Cloaking Field renders the Wraith fighter undetectable to most units.

- **Apollo Reactor.** These high-yield uranium reactors permit the Wraith fighter to remain cloaked for longer periods of time.

- **Yamato Gun.** By using an intense magnetic field to focus a small nuclear explosion into a cohesive beam of energy, the Yamato Gun allows Terran Battlecruisers to blast a path through almost any defense.

- **Colossus Reactor.** The increased energy output of this reactor better meets the massive energy requirements of the Yamato Cannon.

Covert Ops Centre (Add-On to Science Facility)

Only the most trusted officers and researchers are allowed into the Covert Ops Centre, which conducts all experimental research for the Confederate Intelligence Corps.

- **Lockdown.** Designed for the Ghost C-10 Canister Rifle, Lockdown ammo temporarily disables mechanised units caught within their blast.

- **Ocular Implants.** In an effort to improve their effectiveness as covert operatives, Ghost agents can undergo radical surgery to replace their eyes with these sight-range enhancing cybernetic devices.

- **Personal Cloaking.** Based on the stealth technology employed by Wraith fighters, personal cloaking fields provide Ghost agents with the ultimate in infiltration capabilities.

- **Moebius Reactor.** The exclusive equipment of Ghost agents, these micro-reactors are designed for use with both Lockdown and Cloaking technologies.

Missile Turret

Missile Turrets are relatively inexpensive structures that will automatically target and fire upon incoming enemy aircraft. They also serve as sentry stations equipped with powerful sensors capable of detecting cloaked vessels.

Bunker

Designed to safeguard troops from enemy fire, Bunkers can be constructed to defend any pivotal location. Troops within Bunkers can fire upon enemy forces while remaining safe from damage sustained from enemy fire.

THE TERRAN FACTIONS

The various Terran military factions all benefit from the hardware and advanced weaponry produced by the colonies of the Koprulu Sector. Many of the factions are fond of modifying their weaponry based upon the specific customs or preferences of their combat group. Although most Terran tanks, starfighters and war machines were designed and produced by privately owned corporations, the plans and technical layouts have been stolen, pawned, smuggled out and put into the hands of various faction scientists.

THE TERRAN CONFEDERACY

The Terran Confederacy consists of nearly a dozen planets within the Koprulu Sector. The primary worlds within the Confederacy are Tarsonis, Tyrador IX, Brontes, Chau Sara, and Dylar IV. The Military Squadrons that strive to protect the Confederate worlds consist of conscripts and ex-criminals from all over the Sector. Many warriors are forced to undergo the rigorous process of Neural Resocialisation. This process reprograms even the most hardened criminals and converts them into loyal and stalwart defenders of the Confederacy.

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Omega Squadron "the Death's Head Legion"
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Commander: Lt. Commander Gregory Reikson

Designation: Heavy Assault Squadron

Base of Operations: Dylar IV

Squadron Colour: Black

The Death's Head Legion is renowned throughout Confederate space for its unrelenting savagery in battle. Only called upon in severe crisis situations, the Legion's warriors fearlessly enter any battle against the enemies of the Confederacy. The Legion is mainly comprised of ex-criminals who have been resocialised and now selflessly give their lives in service to the society that they once threatened.

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Nova Squadron
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Commander: Colonel Jackson Hauler

Designation: Black Ops./Espionage Squadron

Base of Operations: Mobile

Squadron Colour: Purple
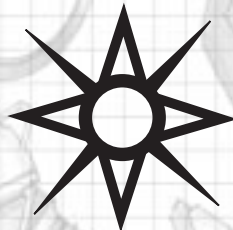
Mystery and intrigue always seem to surround the enigmatic Nova Squadron. Charged with policing the other Confederate Armed Forces and gathering intelligence on the myriad Pirate Militias, Nova Squadron often find themselves in the middle of some new conspiracy.

Mistrusted and shunned by their fellow warriors, Nova Squadron keeps on the move, constantly seeking to undo the considerable political sabotage and corruption that runs rampant through the government of the Confederacy.

Alpha Squadron "the Blood Hawks"

Commander: General Edmund Duke

Designation: Advanced Tactical Strike Squadron

Base of Operations: Chau Sara

Squadron Colour: White

Alpha Squadron prides themselves as being the "first group in and first group out" of any hot zone. Their lightning quick attacks on unsuspecting enemy encampments have gained them a notorious reputation. Their skill and precision in quick tactical maneuvers is evident as the fatality rating of the Blood Hawks is the lowest amongst the Confederate forces. Smoking craters, scorched earth, and piles of enemy bodies are all tell-tale signs of their ferocity and efficiency in battle.

THE PIRATE MILITIAS

The Pirate Militias operate outside of Confederate control, lawlessly ravaging bordering worlds and outlying colonies. Many of the Pirate groups contain large, self-supported armies that fund themselves by exploiting vast resource deposits upon the many worlds within the Sector. These Pirates have little respect for the colonies they ravage or the worlds which they rape of resources. They constantly vie not only with one another, but also against the Confederacy that constantly threatens to shut down their reckless operations.

The Sons of Korhal

Commander: Arcturus Mengsk

Designation: Renegade Activist Coalition

Base of Operations: Mobile

Militia Colour: Red

One of the founding worlds upon which the Confederacy was built, Korhal has been a hot-zone of anti-Confederate sentiment since its inception. As civil violence ensued against the Confederate forces on Korhal, the Confederacy decided to make an object lesson of the Colony. A massive nuclear strike decimated Korhal, leaving the Confederates unchallenged by any other Colony. Arcturus Mengsk, a one-time Confederate Prospector, founded the Sons of Korhal in order to topple the corrupt Confederate institution and build a new system of government that would benefit all Terrans within the sector. Mengsk's methods and tactics range from harsh to nefarious. Heralded by radicals as a visionary and a patriot, Mengsk is seen by the Confederacy as a terrorist and a madman.

The Umojan Protectorate

Commander: Minister Jorgensen

Designation: Neutral Protectorate

Base of Operations: Umoja

Militia Colour: Aqua

The people of Umoja have chosen to remain separate and autonomous from the Confederate worlds. The Umojans consider themselves to be an enlightened people, harbouring obvious contempt for their sister colonies that submit to the near-fascist yoke of the Confederacy. The Umojans have retained a strong military force known as the Protectorate that keeps other factions from interfering in Umojan affairs. The Protectorate seeks a truce with the Protoss, believing that the elder race can teach them the mysteries of the greater meaning of life, the universe, and everything.

The Kel-Morian Combine

Commander: Gen Mah Sakai

Designation: Mining Coalition/Renegade Pirate Group

Base of Operations: Moria

Militia Colour: Green

The Kel-Morian Combine is comprised of two powerful organisations: The Kelanis Guild and the Morian Mining Coalition. These two groups, both with questionable ties to the Confederacy, have banded together in order to maximise their ability to drain the resources from numerous worlds within the sector. The Combine is the largest non-Confederate organisation operating within Terran space. Equipped with thousands of armed troops and hardware, the Combine strictly enforces its myriad territorial operations. It is rumoured that the Combine actually supplies the Confederacy with fuels and resources. So great is their political influence, the Confederate forces have been banned from prosecuting the Combine for any potentially criminal action.

Corporal G. Montag going through final field inspection, moments before Omega Squadron's epic victory over Tal Qirat

STARCRAFT

THE GRAND EXPERIMENT

Driven to perfect their science of proto-genetic evolution, the ancient, enigmatic race known as the Xel'Naga traveled to the distant fringe-world of Aiur. The vast jungles of Aiur had produced the most advanced race that the Xel'Naga had ever seen. Believing that they could steer the race's evolution to the pinnacle of physical perfection, the Xel'Naga began to conduct their proto-genetic experiments. The race that the Xel'Naga would eventually name 'Protoss' advanced rapidly and gained what their creators termed 'a distinct purity of form'.

Unfortunately, the Xel'Naga pushed their experiment too far. The inherent essence and sentience of the Protoss developed far too rapidly, leading to bitter strife and division between them and their creators. The Xel'Naga deemed that the purity of form they sought to create had been sullied by a conflict of essence and thus decreed that the Protoss were, in fact, a failed creation. The Xel'Naga abandoned their children and launched themselves into the void.

THE BIRTH OF THE ZERG

Travelling thousands of light years into the burning core of the galaxy, the Xel'Naga eventually settled upon the volatile ash-world of Zerus. The Xel'Naga planned to continue their Grand Experiment of evolution, only this time they dismissed their tenets of physical form and focused chiefly on the pursuit of a distinct purity of essence. Residing in their massive ships high above the fires of Zerus, the Xel'Naga began once again to challenge the wiles of fate.

The Xel'Naga were more successful with their second venture than they could have imagined. They laboured to advance the evolution of the most insignificant life form on Zerus, a race of miniature insectoids known as the Zerg. Through Xel'Naga proto-genetic manipulations, the Zerg survived the torrential firestorms of their world and thrived. Although extremely small, worm-like, and possessing no ability to manipulate their physical surroundings, the Zerg adapted to survive. They developed the ability to burrow into the flesh of the less vulnerable species indigenous to Zerus. Feeding off the nutrients contained within the spinal fluids of their hosts, the Zerg learned to parasitically merge with their host creatures. Once they became capable of controlling the metabolic and anatomical processes of their hosts, the Zerg used their new bodies to manipulate their surroundings.

As the Zerg incorporated more and more host creatures into their fold, they began to assimilate their various genetic strains and processes. Zerg chemistry began to mutate and adapt according to the volume of new genetic material being processed. However, as diverse as the range of host creatures became, there was always the undeviating drive to consume only the most evolutionarily advanced species encountered. The Zerg were innately selective as to which species they consumed, ensuring that at every stage of their development they were at the top of the proverbial food chain. Any race that the Zerg came across that was deemed

unworthy of assimilation was eradicated to further purify the strains.

The Xel'Naga soon made an alarming discovery. The original races assimilated by the Zerg were hardly recognisable after only a few generations of their inception. Somehow the Zerg had developed the ability to supercharge and steer the latent evolutionary processes within their host creatures. The host creatures fell prey to the effects of gradual physical mutations that caused all of the various strains to grow armour piercing spines, razor-sharp limbs, and ultra dense carapaces. Over a surprisingly short amount of time, the strains grew to resemble a terrifyingly ravenous and unified race.

OVERMIND

The Xel'Naga, remembering all too well that their failure with the Protoss was a result of pushing the sentience of the fledgling species too quickly, decided to follow a different path with the burgeoning Zerg. Attempting to waylay the potential hazards of differing egos, the Xel'Naga structured the collective sentience of the Zerg into a unified, amalgamated 'Overmind'. The Overmind coalesced into a semi-sentient being that represented the primary drives and instincts of all of the Zerg strains. As time passed, the Overmind developed the rudiments of personality and advanced intellect.

Although the Overmind directed the actions of every creature within the swarm, it did so through the use of secondary agents. The Overmind created a new strain of Zerg that could facilitate the communication of its whims. These Cerebrates were massive versions of the original Zerg insectoids and were engineered to process and carry out the various objectives of the Overmind. Each Cerebrate had a unique objective, such as

'defend the Hive', 'scout for potential strains', 'produce more warriors', or 'eradicate all life forms'. The Cerebrates were then empowered to build their own Hive clusters and carry out their intended agendas. Over time they developed personalities that corresponded to their primary drives. However, the Cerebrates were still genetically incapable of ignoring or overriding the commands of the Overmind.

The Zerg chain of command lengthened as new races were incorporated into the swarm. Cerebrates began to use secondary agents to communicate their orders as well. For the defense and productivity of the immediate Hive, the Cerebrates turned to Queens to further extend their control over the swarms. The Queens oversaw Drone activity throughout the resource lines of the Hives and kept a vigilant watch over the budding spore colonies of the collective. In times of battle, Cerebrates called upon the Overlords to directly relay their commands to the myriad warriors of the swarm. Overlords not only transported Zerg warriors into the fray, but also directed their attacks against their enemies. Just as the Cerebrates followed the Overmind, the Queens and Overlords were incapable of disobeying the commands from their Cerebrates. This rigid system of command kept the swarms at peak, savage efficiency.

As the swarms continued to grow and strengthen, the Overmind turned its thoughts towards its own future. It realised that within a few short centuries its race had assimilated all of the indigenous life upon Zerus. It knew that to further evolve the swarm, the Zerg would need to leave Zerus. The Overmind began to reach out with its senses, looking for something - anything - which would provide them with transport from this world. That opportunity soon arrived. A race of gargantuan, space-faring life forms passed through the Zerus system, and the Overmind called to them. Drawn to the barren world

by this beacon, they were quickly assimilated by the swarm. The inclusion of super-dense hides and the ability to exist in a vacuum bolstered the genetic pool of the swarm. Soon the Zerg warriors were conditioned to survive the harshness of space.

This pivotal moment in the development of the Zerg was not lost to the Xel'Naga. The Zerg, despite having an extreme physical handicap, had succeeded in not only surviving, but in retaining the purity of their terrible overriding essence. The Xel'Naga knew that they had achieved their goal.

THE FALL OF THE XEL'NAGA

The pride in their achievements proved to be the fatal downfall of the Xel'Naga. The Overmind, while slowly expanding itself into the void of space, became aware of the mighty Xel'Naga world-ships hovering ominously above the skies of Zerus. The Xel'Naga, having kept a constant watch on the Overmind, were horrified to find that it had actually severed their psychic link, effectively hiding itself from their view. With its need to consume driving its minions into a lustful frenzy, the Overmind launched the now space-faring Zerg swarms at the unsuspecting Xel'Naga. The ancient race did what they could to stem the tide of the ever-advancing Zerg onslaught, but in the end their efforts were in vain. Wave after wave of Zerg swarms hammered the reinforced hulls of the Xel'Naga's ships with no signs of abatement. Within only a few hours the Zerg overran the defenses of their creators and laid waste to the Xel'Naga fleet.

As the greater whole of the Xel'Naga race was consumed by the raging, genetic whirlwind of the Zerg, the Overmind gained the knowledge and insights of its masters. The Overmind processed thousands of sentient beings into itself, causing it to grow far more powerful than it had ever imagined. It learned the secrets of the sacred Khaydarin Crystals, and began to incorporate the energies of these Crystals into its own. Through the intimate knowledge of evolution and proto-genetic physiology gained from the Xel'Naga, the Overmind was able to increase the level of sentience in many of the higher Zerg strains, while still keeping them fully under its control.

Through dissecting the memories of the Xel'Naga, the Overmind was made aware of the myriad races that had at one time or another been influenced by the ancient race. The Xel'Naga had kept a detailed genetic history of each race, giving the Overmind a clear understanding of their respective strengths and weaknesses. Most importantly, the Overmind learned of an exceedingly powerful race that lived near the galaxy's fringe known only as the Protoss. The Overmind knew then that the Protoss and the Zerg would eventually be caught in an inevitable, apocalyptic conflict.

THE DETERMINANT

The Zerg left the lifeless, burning world of Zerus and laid waste to every planet they found along their path towards the Protoss Homeworld. As they progressed slowly through the trackless dark between the stars, the Zerg assimilated only the strongest of the races that they came across. The swarm continued to build steadily, ever-increasing in size and power. As they progressed, the Overmind sent out numerous deep-space probes that scouted ahead of the swarm, searching for new worlds to plunder.

Despite innumerable victories, the Overmind was greatly disturbed. The Overmind was aware that the Protoss had become a highly psionic race, able to bend and warp the very fabric of reality to their whims. It sought a way to counter the awesome might of the Protoss, but found no answers among the genetic strains it devoured.

On the verge of despair, the Overmind made an amazing discovery. One of its deep-space probes had relayed the location and vital statistics of a race that occupied a series of nondescript worlds, right under the shadow of the Protoss.

The new race, called Humanity, was mere generations away from developing into a formidable psionic power. But the Overmind also knew that Humanity was still in its infant stages, hardly capable of defending itself against the ravenous Zerg. Although a short-lived and seemingly frail species, the Overmind knew that Humanity would be the final determinant in its victory over the Protoss. If it could assimilate the psionic potential of Humanity, the Overmind would have the ability to combat the Protoss on its own terms.

Thus, the Zerg swarms slowly made their way towards the burgeoning worlds of Humanity. The journey lasted for sixty years, but eventually the massive, extended Zerg Swarm reached the outskirts of the Terran Sector of Koprulu. Sending in a scouting Brood, the Overmind soon discovered that the Humans dwelt on over a dozen different worlds within the Sector. Seeding the atmosphere of the planet called Chau Sara with rudimentary Hive-spores, the Overmind began to unfold its master plan to enslave Humanity. The Hive-spores gradually drifted down to the surface of Chau Sara and saturated the ground with their denuding, alien toxins. Although the Human colonists had no idea that the Zerg had subtly infested the topsoil of their world, Zerg minions began to descend to the planet's surface and construct their bizarre structures and Hive clusters. Once the infestation of the colony was well underway, the Overmind sent its voracious children to the other nearby worlds. Insidious and elusive in their tasks, the agents of the Overmind soon infested the colonial worlds of Chau Sara, Mar Sara, Brontes, and Dylar IV, unnoticed by the denizens of those colonies.

Yet, from out of the cold void of space, a mighty fleet of Protoss warships emerged to combat the Zerg invasionary forces. The Overmind, anxious to learn what it could about the enigmatic Protoss, decided to let them hamper the initial infestation process. Holding its ravenous warriors at bay, the Overmind watched as the Protoss razed the colony of Chau Sara. Apparently, the Protoss were aware that the Hive Spores had already despoiled the planet and seeking to prevent further infestation, incinerated the planet.

Such decisive action pleased the Overmind, who could only marvel at how the Protoss wrought absolute devastation with such grace and power. Knowing that the coming conflict would be the greatest challenge of its existence, the Overmind pulled its forces back to observe how the Protoss, and Humanity, would react next.

ZERG SPECIES OVERVIEW

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 utilise technology in the common sense, but their natural weaponry and armour is comparable to the most advanced gadgetry employed by any other species. This biological evolution, combined with an unmatched savagery and their blind devotion to the Overmind, make the Zerg an extremely formidable and deadly foe.

Zerg Life Cycle

The Zerg do not train or manufacture their military like other species. Instead, a central Hatchery produces Larvae which, in turn, metamorph into the various Zerg breeds. This system of creation is both an advantage and a drawback as all Zerg production is necessarily centralised. Great care must be taken to guard the Hatchery, and it is advisable to quickly create new hatcheries for increased Larvae production.

The Creep

Zerg structures are effectively giant organs, making a Zerg colony a living creature. To provide the required nourishment and infrastructure, the Zerg produce a living carpet of bio-matter that invading forces have dubbed the Creep. Creep, produced by both Hatcheries and the aptly named Creep Colonies, will spread rather quickly across any fertile ground. The Hatchery is the only structure that can be built without the benefit of existing Creep since it has been genetically designed to automatically produce enough to fuel its own growth. The Creep itself is extremely durable and capable of near-instantaneous regeneration, only retreating from infested ground when a Hatchery or Colony is destroyed.

Regeneration

Perhaps the greatest advantage of the Zerg and their biological nature is an amazing healing and regenerative ability. A Zerg colony will remain viable unless every creature and structure is completely destroyed, as even a Zerg on the verge of death will eventually return to full health.

Control

The Zerg Overmind maintains a constant psionic link with its servants, but in order to issue commands on an individual level, it must use Overlords to relay its orders to the other Zerg breeds. A Zerg colony cannot grow beyond the collective ability of all Overlords to provide the necessary amount of Control. The current level of Control is always displayed in the upper right hand corner of the Main Screen, and selecting any individual Overlord will also display the current level of Control required and provided.

ZERG UNITS

Larva
Type: Hive Spawn
Core Genus: Original Zerg Strain
Primary Attack: None

The closest creatures to the original Zerg insectoids are the Zerg Larvae. Although their size and toughness were greatly boosted by the Xel'Naga during their experiments, they still possess the two traits that originally intrigued the ancient masters: genetic versatility and psychic sensitivity.

Each larva contains within it the genetic makeup of every other Zerg breed. A young hive will only have the genetic code for the most basic of Zerg breeds, such as the Drone, but as it grows and develops new structures, the larvae can expand their library of genetic strains. With a command from the Overmind, the larvae will enter a pupal state and begin the metamorphosis into whichever breed is required by the hive.

Drone
Type: Hive Worker
Core Genus: Gashyrr Wasp
Primary Attack: Spines

The savage Gashyrr Wasps of Eldersthine were initially inducted into the Swarm to serve as resource gatherers. Over time they became Drones, engineered with the Larvae's ability to break down their own genetic coding and transform themselves into rudimentary Zerg structures. A transforming Drone needs the Creep to provide nourishment and mass to support its new form. Like the Larvae, Drones are controlled by the Overlords who monitor their progress through a type of instinctive telepathy. Drones are also unusually single-minded about their tasks, diligently working even through raging combat.

Burrow
Drones have shown the ability to burrow into the ground when under attack. This technique allows them to remain concealed from their enemies while regenerating or waiting for reinforcements to arrive.

Overlord

Type: Airborne Commander
      Heavy Transport (advanced strains)
Core Genus: Gargantis Proximae
Primary Attack: None; may house other breeds

The semi-intelligent, space-faring behemoths known as the Gargantis Proximae were inducted into the Swarm so that their heightened senses could benefit Zerg warriors in battle. The Gargantis flyers were assimilated into the Swarm so well that the Cerebrates use them to maintain control over their forces. Overlords keep the warriors of the swarm ordered and coordinated during battle, and with their enhanced senses they often serve as advanced scouts. They have the innate ability to sense any hidden enemy units, including those under the effects of cloaking systems or distortion fields.

In addition to commanding troops against their enemies, the Overlords also have the responsibility of transporting Zerg warriors within the hollows of their reinforced carapace hides. Only larger Zerg nests seem to have this particular breed of Overlord, but it is generally a good idea to kill these creatures on sight for safety's sake.

Zergling

Type: Light Assault Warrior
Core Genus: Zz'gashi Dune-runners
Primary Attack: Claws

The small, savage dune-runners of the sand-world Zz'gash were incorporated into the Zerg Swarm to serve as scouts and initial assault troops. Although the Zerglings are little more than feral animals, they work well in large groups under the command of larger Zerg warriors. The voracious Zerglings are fond of ripping enemies to shreds with their razor-limb sickles and fangs. Because the genetic code of the Zergling is so simple to replicate, a single Larva can spawn two separate Zerglings.

Burrow

Like the Drone, some Zerglings have been noted to burrow underground to set up ambushes or to protect themselves from air strikes. Care should be taken when scouting for resources in Zerg inhabited areas, as any number of Zerglings could be lying in wait for the unwary.

Hydralisk
Type: Medium Assault Warrior
Core Genus: Slothien
Primary Attack: Needle Spines

The peaceful, herbivore herds of Slothien were assimilated into the Zerg Swarm in order to produce one of the most fierce and diabolical of the Zerg strains. The evolutionary matrix of the caterpillar-like Slothien was supercharged by the Overmind, twisting the hapless creatures into the nightmarish killers known as Hydralisks. These once mild creatures now hunger for blood and violence, and they are infamous for acting in a particularly sadistic fashion.

The spindly, snake-like Hydralisks house hundreds of armour piercing spines within their upper carapace plates. These spines can be fired in volleys at enemies approaching from either the ground or the air, and massed groups of Hydralisks should be approached with extreme caution.

Burrow

Hydralisks are especially fond of lying in wait for their prey. Groups of them have been observed burrowing into the ground in the pathway of civilian workers, uncovering themselves when they sense an opponent is near.

Ultralisk
Type: Heavy Assault Warrior
Core Genus: Brontolith
Primary Attack: Kaiser Blades

Bearing little resemblance to the docile Brontolith that they were evolved from, the dreaded Ultralisk is the most powerful of the Zerg ground forces. They serve as the backbone of the Swarm's armies and should be considered as dangerous as any armoured vehicle. These massive monstrosities are used as living battering rams against all manner of enemies. The large, bone-like scythes that protrude from the their backs are nearly indestructible, allowing them to tear through most known substances with ease. The best way to approach these creatures is from the air.

Mutalisk
Type: Medium Attack Flyer
Core Genus: Mantis Screamer
Primary Attack: Acid Spray

The Mutalisk has been little changed from its original form, the roving Mantis Screamer of the desolate Dinares Sector. Capable of both atmospheric and deep space flight, Mutalisks are the primary flying force of the Zerg. They attack by spewing forth a highly concentrated acid spray that will burn through even the thickest of armour.

Guardian Form

Mutalisks can also metamorph into another form, which is believed to be based on the nesting form of the Mantis Screamer. The Zerg Guardian has a thicker armoured carapace and attacks by lobbing explosive gobs of acid which have a much longer range than the Mutalisk's spray. This acid can only be directed at targets on the ground below. Guardians have no natural defenses against aerial opponents.

Scourge
Type: High Speed Attacker
Core Genus: Unknown
Primary Attack: Plasma metamorphosis

In stark contrast to the lumbering Guardian is the tiny Scourge. These blind terrors seek out enemy starships and dive into them. Catalytic agents found within the body of the Scourge cause it to explode like a living plasma bomb when it smashes itself against the hull of a larger vessel. Large numbers of these creatures can cripple a squad of fighters or even a Battlecruiser. Like the Zergling, the simplistic genetic makeup of the Scourge allows two of them to hatch from a single egg.
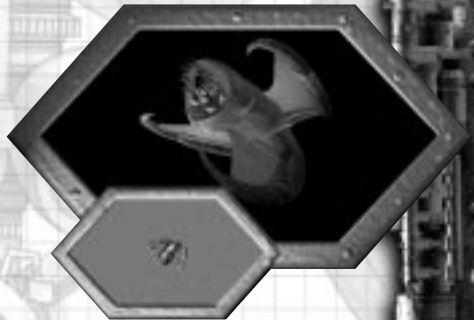
Queen

Type: Hive Warden
Core Genus: Arachnis Brood-Keeper
Primary Attack: Glave Wurm

The Zerg Queen does not produce larvae, as her name might suggest, but she has earned her royal status from her ability to spawn numerous other parasitic creatures. The Queen can also attack by expelling a voracious symbiote that rapidly slices its way through opposing forces. Since her lightly armoured body leaves her vulnerable to attack, the Queen usually stays near the central hive to watch over maturing Zerg.

Spawn Broodlings

The Queen launches a small glob of spores at an enemy ground unit. The spores attempt to "fertilise" any organic matter that they come in contact with and are capable of eating through the armoured shells of Tanks and Goliaths to reach the occupants within. Victims are instantly metabolised and used to feed the growth of a pair of Broodlings, which hatch within moments. This explosive birth is fatal to the hapless host. The Broodlings are small but vicious and will attack any nearby enemies

Parasite

By attaching a tiny, remora-like parasite to another unit, the Queen can allow the Overmind to see through the eyes of the enemy. The parasite is not readily visible and once detected can only be removed by killing it's host.

Ensnare

The Queen sprays her victims with a thick mucous that slows down advancing (or retreating) forces. This biological film will eventual dissolve.

Infestation

The most feared of the Queen's abilities is the power to Infest a Terran Command Center and bring its occupants under the Overmind's control. The Queen must enter

a badly damaged Command Centre and saturate it with parasitic bio-toxins. Once infested, the Command Centre's occupants can be turned into mindless suicide soldiers.

Infested Terran

Once Terran soldiers and civilians, the infested victims of the Zerg are completely consumed by the will of the Overmind. Their bodies twisted and mutated to produce extremely unstable chemicals, infested soldiers long only to find the Swarm's enemies and destroy them by detonating their own bodies in a cloud of toxic fluid. As with other Zerg ground units, an Infested Terran also has the ability to burrow.

Defiler

Type: Viral Shock Trooper
Core Genus: Unknown
Primary Attack: Venom

Defilers are the perfect example of the fanatic and sadistic nature of the Zerg. Like the Larvae, the Defiler carries within it the genetic code of every other Zerg breed, but it does not produce them. To the contrary, the Defiler uses these genetic matrices to produce cancer-like toxins which have dramatic and deadly effects on the Zerg. Although it would seem counter-productive for the Zerg to kill their own troops, the catastrophic effects produced by this forced devolution have been known to destroy legions of enemy troops. The Defiler can also defend itself by spitting its corrosive venom, but it prefers to avoid direct combat.

Burrow

Defilers can also burrow into the ground like their lesser brethren. A common tactic of these vile creatures is to attack until they run out of prepared toxins, and then burrow down until they can rejuvenate their stores of venom.

Dark Swarm

The body of a Defiler is covered with a countless number of smaller creatures that feed off each other. By spontaneously

launching a number of these creatures into the fray, the Defiler can create a thick cloud of living insects to distract the Swarm's enemies and provide cover for other Breeds.

Plague

With this ability, the Defiler produces a batch of corrosive spores that it then explosively projects in a dense cloud around its enemies. This highly toxic cloud corrodes anything caught within its midst.

Consume

As the only breed in the Swarm to show tendencies of cannibalism, the Defiler sometimes feeds off of its own species to regain lost energy. While this practice is particularly repulsive to most civilised species in the galaxy, it has proven to be an effective, if unsavoury, tactic.

This once valiant Terran warrior is now prepared to give his life for the glory of the Overmind.

ZERG STRUCTURES

Hatchery

The Hatchery is the heart of any Zerg cluster. It acts not only as a resource return point and processing centre, but it produces the Larvae from which all other Zerg are spawned. Larvae are produced at a steady rate and will stay near the Hatchery of their creation. Like all Zerg structures, Hatcheries are living organisms that heal damage over time, making them very difficult to eradicate. The Hatchery is the only structure that can be built without the benefit of existing Creep since it has been genetically designed to automatically produce enough to fuel its own growth. Creep Colonies, however, are required to extend this bio-matter further.

- **Burrowing.** Excepting the massive Ultralisk, all Zerg creatures that inhabit the ground may gain the ability to bury themselves beneath any surface.

Lair

A Hatchery that "matures", or evolves, into a Lair benefits from both increased toughness and extended access to the stored genetic knowledge of the Overmind. This allows Zerg Drones to metamorph into more complex structures, which in turn provide the genetic code needed by Larvae to metamorph into new breeds.

- **Ventral Sacs.** Overlords can be genetically altered to develop large areas on their underbodies that are capable of carrying other Zerg.

- **Antennas.** As antennas are capable of vastly increasing the sensory range of an Overlord, many brood leaders are altered in this way.

- **Pneumatised Carapace.** Biologically modified Vespene gas is stored in the Carapace and grants improved mobility to the Overlord.

Hive

The most evolved form of the Hatchery is the Hive. Protected by a dense exoskeleton and granted full access to the Overmind's pool of knowledge, a Hive enables its cluster to produce the most sophisticated breeds and structures to be found within the Swarm.

Extractor

Zerg rely on the high-energy state of Vespene gas to power their incredible metabolisms and fuel the accelerated growth of their larvae. The Extractor is essentially a giant organ that sits atop a Vespene geyser and packages the gas into small flesh-wrapped sacs that can be easily carried by Zerg Drones to a nearby Hatchery for absorption. Since the Extractor lives on Vespene gas itself, it does not need to be built on an area already covered in Creep.

Creep Colony

Creep Colonies generate and maintain the thick organic bio-matter that other Zerg structures need to function. The Colony will continue to produce an ever-expanding zone of infested terrain until it reaches its maximum range of influence. Even before a Creep Colony has blanketed its immediate surroundings with Creep, it can be transformed to provide either air or ground defense for the Hive cluster.

Spore Colony

When a Creep Colony metamorphs into a Spore Colony, it grows a special sensory organ exactly like those found in Overlords. This sensory cluster gives the Spore Colony the innate ability to detect cloaked and concealed units. The Spore Colony also produces a corrosive variation of the Creep that it can launch at passing air units.

Sunken Colony

While the Spore Colony provides excellent defense against aerial assaults, the Sunken Colony protects the Hive cluster from ground-based attacks. Rooting itself deep within the Creep, the Sunken Colony grows multiple tendrils that it can use to attack any enemies that come too close to its deadly grasp.

Spawning Pool

Contained within the primordial ooze of the Spawning Pool is the basic genetic makeup of the most prolific of the Zerg warrior breeds, the ravenous Zergling. Once grown, the Spawning Pool provides this genetic information to any Larvae produced by the same cluster, allowing them to metamorph into Zergling.

- **Metabolic Boost.** This alteration of Zergling physiology serves to increase their reflexes and rate of movement.

- **Adrenal Glands.** Changing this delicate glandular balance induces a kind of battle frenzy that increases the rate at which Zerglings attack.

Evolution Chamber

The Overmind knows that complacency is the road to defeat, and it works constantly to further evolve its children and make them more efficient killers. The Evolution Chamber provides a testing ground for the Overmind to manipulate the genetic code of its lesser spawn, gifting them with enhanced physical abilities.

- **Upgrade Melee Attacks.** This evolution enhances the natural weaponry of the Zergling and Ultralisk.
- **Upgrade Missile Attacks.** This evolution enhances the natural weaponry of the Drone, Hydralisk and Defiler.
- **Upgrade Ground Carapace.** This evolution enhances the natural defenses of all ground-based minions of the Swarm.

Hydralisk Den

The Hydralisk Den bears only a passing resemblance to the nests of the once-peaceful Slothien that the Hydralisks were evolved from. The slime-covered walls of this vile place contain within them the knowledge necessary for a Hive cluster to produce Hydralisk warriors.

- **Muscular Augments.** Hydralisks can be genetically altered for increased musculature such that their rate of locomotion is greatly enhanced.
- **Grooved Spines.** This subtle variation in the needle spines of the Hydralisk allows for an increased attack range.

Nydus Canal

The precise origin of the Nydus Canal is unknown, and the exact process of its operation is also a mystery. The initial canal entrance is created and then, when a suitable site is found, a sister entrance can be opened. The Canal then enables Zerg ground units to travel from one end to the other at extremely high speed regardless of intervening terrain. This enables multiple Hatcheries located across a large area to function as one unified nest, with Zerg warriors travelling from one combat zone to another quickly and efficiently.

Spire

The Mantis Screamers that were assimilated and turned into the terrifying Mutalisks once built their towering nests on lifeless worlds, using any surfaces that could be found. The Spire, though similar in appearance to the Mantis aeries, has been altered to sustain itself by feeding on the Creep.

- **Flyer Attacks.** This evolution enhances the natural weaponry of the Mutalisk, Guardian and Queen.

- **Flyer Carapace.** This evolution enhances the natural defenses of all aerial minions of the Swarm.

Greater Spire

The armoured Greater Spire carries the genetic code for the deadliest Zerg flyers and can be used to further enhance and evolve existing breeds. This structure enables the deadly Mutalisk to transform into its Guardian aspect, in which it sacrifices its speed and aerial assault to gain the ability to attack ground based enemies with devastating effect.

Queen's Nest

The Queen's Nest is a festering mound of living organisms that live off of the Creep and provide the Queen with her various abilities. The many holes around the base of the Nest house numerous colonies of parasitic creatures that are nurtured by the Queen herself. These "children" in turn willingly sacrifice themselves to serve the Overmind as required.

- **Gamete Meiosis.** By increasing the reproductive rate of the symbiotic and parasitic creatures that serve the Queen, her ability to spawn these creatures is augmented.

- **Spawn Broodlings.** The Queen spawns Broodlings by first infesting her victim with self-replicating spores. Upon maturation, the Broodlings erupt from their host and search for new enemies.

- **Parasite.** By attaching this tiny parasite to an enemy unit, the Zerg can see through the eyes of the host.

- **Ensnare.** The Queen vomits forth spores that secrete a sticky mucous, slowing any units that become enmeshed in her gelatinous trap.

- **Infestation.** By infesting a Terran Command Center with her parasitic bio-toxin, the Queen brings volatile new creations into the Swarm.

Ultralisk Cavern

Deep within the shelled Cavern are numerous high-radiation deposits and dangerous substances. The extremely hostile environment within the cavern is what gives the mighty Ultralisk its unearthly toughness. Its genetic material has been subjected to countless tests and experiments, and only the final, viable code is used to provide Zerg Larvae with the key necessary to metamorph into a new Ultralisk.

Defiler Mound

The area around the Defiler's lair is littered with mineral chunks that have become tainted by the venomous essence of the Defiler itself. The bottom of the Mound is a disgusting pool of cancerous soup strewn with a tangled mass of horribly twisted biological rejects. From this organic poison comes the various venoms that are used by the Defiler as weapons against the enemies of the Swarm.

- Metasynaptic Node. By stimulating the growth of this portion of the Defiler brainstem, this mutation increases the rate at which bio-toxins are secreted.

- Dark Swarm. The Defiler discharges a thick cloud of parasitic creatures that negate all ranged attacks that pass through it.

- Plague. The Defiler releases acidic toxins that cause damage to anything trapped within this corrosive cloud.

- Consume. By devouring members of its own Brood, the Defiler can absorb the vital energies of its victims.

ZERG BROODS

Although there is very little known about the different Broods that comprise the Zerg Swarms, some Terran scientists have attempted to document and classify a few of the larger Broods that have ransacked their colonies. It seems clear that each distinct Brood stems from a unique Cerebrate that carries out the will of the Overmind. Each Cerebrate is empowered to build its own Brood to accomplish its specified goals. Although the Broods are difficult to distinguish from one another, Terran scouts have witnessed that they vary in functionality and purpose. It has been noted that certain Broods work with each other in unison, as if they were operating as cohesive detachments of a larger, tactical force. Terran explorers have named each discernable Brood with names of ancient beasts from old Earth mythologies.

THE COMMAND WING

Tiamat
Cerebrate: Daggoth
Estimated Size: 6,500,000/ all strains
Primary Directive: Command Fleet
Brood Colour: Red

Tiamat is the largest and most powerful Brood within the extended Swarm. It is speculated that the Overmind itself is protected deep within the safety of this living fleet. The most advanced Overlords and Queens define the rigid infrastructure of Tiamat and help to drive the lesser Broods to total domination over their enemies. Tiamat excels at tactical space combat and only dispatches its ravenous surface attackers under the most dire of circumstances.

Fenris
Cerebrate: Nargil
Estimated Size: 5500/ various strains
Primary Directive: Hunter Swarm
Brood Colour: Green

The Fenris Brood is known for its superior tracking abilities and is often called upon to hunt down escaped breeders and wayward enemies of the Swarm across wild terrain or through the endless void of space. Although the numbers of this Brood are few, it carries out its pursuit with merciless precision and cunning. Their primary role, however, is to find new races and genetic strains that will benefit the swarm through absorption. Once an acceptable race is found, the Fenris Brood will hound it until it has been either assimilated by the Overmind or eradicated completely.

Baelrog
Cerebrate: Gorn
Estimated Size: 6000
Primary Directive: Terror Squad
Brood Colour: White

The Baelrog Brood consists of the most fearsome of all Zerg warriors. Ravenous and bloodthirsty to the extreme, the Baelrog Brood is often called upon to sow terror and confusion amongst enemy ranks. Resorting to atrocious acts of cannibalism and indiscriminate slaughter, Baelrog typically causes enemy warriors to flee for their lives or turn upon their own kind in order to find some desperate means of escape from the horrendous Zerg onslaught.

PRIMARY STRIKEFORCE

Garm
Cerebrate: Zasz
Estimated Size: 10,000/ various strains
Primary Directive: Primary Assault Force
Brood Colour: Orange

Named after the fierce hellhound of Norse myth, Garm strikes with alarming speed and ferocity. The minions of this Brood excel at hit and run raids that weaken their enemy's defensive formations. Zasz, the cunning Cerebrate of this Brood, delights in preemptive attacks, relying chiefly upon surprise to throw enemy forces into total chaos.

Jormungand
Cerebrate: Araq
Estimated Size: 3,000,000/ all strains
Primary Directive: Primary Support Force
Brood Colour: Purple

The Jormungand Brood is one of the most heavy-handed of the Zerg attack forces. Typically called upon to follow Garm's preemptive strikes, Jormungand Brood pacifies all other resistance to the Swarm. Jormungand relies on strength of numbers and brute force to overcome any foe and excels at ground-based combat and direct unit-to-unit warfare.

Surtur
Cerebrate: Kagg
Estimated Size: 2,600,000
Primary Directive: Heavy Support Force
Brood Colour: Blue

Should the Jormungand Brood fail to achieve total victory over an enemy force, the Surtur Brood is released into the combat zone. Named after the fiery Titan of destruction from Norse mythology, the Surtur Brood is let loose upon any remaining enemy warriors. This Brood is so completely destructive when unleashed it is kept restrained within the recesses of the Zerg fleet and is only called upon under the most extreme circumstances. The Surtur Brood has been known to eradicate friendly Zerg troops as well as enemies in its furious rampages.

STARCRAFT

THE XEL'NAGA AND THE FIRST BORN

Although only fragmented documentation remains, ancient Protoss texts speak of a highly advanced race that ruled over thousands of worlds in the galaxy, tens of millions of years ago. This enigmatic race, often called the Xel'Naga, or 'wanderers from afar', was rumoured to have seeded and cultivated thousands of various species on the cold and barren worlds within their domain. Protoss traditions hold that the Xel'Naga were a peaceful and benevolent race, utterly consumed with the study and propagation of sentient evolution within the universe. Nothing is known of the origin of the Xel'Naga, save that they were not native to the galaxy over which they held sway. Obsessed with fashioning the perfect life-form, the Xel'Naga laboured to create a creature that would be defined by a distinct purity of form. For thousands of years they carefully steered the delicate evolutionary processes of their budding species. Although their protracted experiments produced many intriguing deviants and mutations, the races that the Xel'Naga cultivated always fell short of their enormous expectations. Despairing at last, the Xel'Naga focused their frustrated efforts on the most promising of their engineered worlds. Aiur, a massive jungle-world on the galaxy's fringe, had borne a race of highly advanced beings. These beings were incredibly adaptable to harsh natural conditions and climates. Their strength and speed were unparalleled amongst the other races known to the Xel'Naga. The race had even developed a rudimentary tribal society based upon group-hunting and warrior rule. However, their most distinct aspect was that they communicated with each other through a very complex method of instinctive telepathy, allowing them to operate communally with striking efficiency. The Xel'Naga were pleased with the progress of their latest creation and conceded that the new race was the first of all their experiments to evolve beyond the feral constraints of baser life-forms. To signify their ascension in the galactic order, the Xel'Naga gave the new race the name of Protoss, or 'the First Born'. The early Protoss lived in harmony and seclusion upon the world of Aiur for hundreds of generations, never knowing of the Xel'Naga who watched over them from afar. Although the Protoss were the most advanced species to arise, the Xel'Naga were still unsatisfied with their slow progress and saw fit to drive the Protoss' evolution even further. The Xel'Naga spent yet another millennium subtly guiding the steps of their children, eventually succeeding in leading the Protoss to the state of total sentience and awareness. The First Born gradually became highly intellectual and introspective, achieving great heights in not only their cultural advancements, but personal, individualistic advancements as well. Exhilarated by their seeming success, the Xel'Naga finally made themselves known to the Protoss, never suspecting the chaos that was to come.

THE DEPARTURE
AND THE AEON OF STRIFE

The Protoss civilisation spread across the face of Aiur within only a few thousand years, eventually culminating with the warring Tribes settling under a centralised rule. In an attempt to discern the full extent of their creation's evolution, the Xel'Naga had come down from the heavens and integrated themselves into the Protoss culture. The arrival of the Xel'Naga seemed to bring the scattered Tribes even closer together as the overjoyed Protoss looked to their wizened creators for new truths and insights. The Xel'Naga marveled at how driven the Protoss were to plumb the mysteries of the universe around them. The Protoss harboured an insatiable lust for knowledge that led them to develop radical, progressive strains of scientific and meta-neural study. As their understanding and personal awareness grew, the Protoss became exceedingly proud and began to see more value in personal achievements than communal advancement. The more successful Tribes began to isolate themselves from one another, each seeking to define their own roles, not only within their immediate society, but within the greater universe as well. As the Tribes grew further and further apart, the Xel'Naga reeled in frustration. They speculated that perhaps they had pushed the evolution of the Protoss too far, marring the purity of their creation. Many Xel'Naga believed that the Protoss had lost their greatest strengths, as individual egos arose to overpower the once primary communal link. The Tribes, driven by individualistic pursuits, rekindled their own ancient principles and rites in order to set themselves even further apart from their brethren. Where once there was only awe and reverence for their creators, suspicions began to brew amongst the Tribes regarding the interests of the Xel'Naga in their affairs. As months passed on Aiur, the Protoss began to shy from their Xel'Naga teachers, and each Tribe cultivated wild and unsubstantiated rumours of their creator's supposed treachery. Attempting to completely sever themselves from the rest of their race, the Tribes began to lose the connection to their primal psychic link. This breakdown in the inherent empathy of the Protoss for one another did the most to dissolve the last remnants of unity and brotherhood amongst them. The severing of the psychic link was also the greatest sign, to the Xel'Naga, that the Protoss had tragically lost the most fundamental element of their greatness. Believing that they had made a grave mistake in pushing their failed creation too fast, the Xel'Naga made to depart Aiur forever. The suspicious Protoss, at hearing of their creators' departure, reacted with a rash, violent attack upon the Xel'Naga's world-ships. Many hundreds of Xel'Naga were murdered by the raging Protoss, who only decades before had worshipped them as gods. The Xel'Naga fended off the Protoss' reckless attack and sorrowfully launched the greater number of their massive ships into the trackless void beyond Aiur. The Protoss Tribes, left confused and abandoned in the wake of the Departure, turned on each other in despair. What followed has been recorded as the bloodiest, most violent civil war ever recorded in galactic history: The Aeon of Strife. The raging battles waged during the Aeon of Strife were fought by countless generations of Protoss, all bent on perpetuating the guilt and blame for their abandonment. Although few actual records remain from this 'lost period' of Protoss history, it is clear that the First Born devolved into frantic legions of merciless killers. Driven by centuries of unthinking hatred towards their brethren, entire generations of Protoss lived and died without ever knowing the legacies of their past or of the primal psychic bond that their forefathers had once shared. It is legend that even the greater land-masses of Aiur were devastated by the epic struggle between the maddened Tribes. It seemed that the whole of the once glorious Protoss culture was precariously poised upon the precipice of total annihilation.

KHALA: THE PATH OF ASCENSION

Although there were many different factors that led to the ending of the Aeon of Strife, one unprecedented discovery is cited with bringing about the radical changes of the Second Age. As the ancient, vicious blood feuds continued to take their toll upon yet another generation of Protoss warriors, one eccentric mystic stumbled upon a pivotal insight. The mystic, whose true name has been forgotten in the annals of history, was eventually named Khas or 'he who brings order'. Khas, having studied the archaic, forbidden teachings of the Xel'Naga, unearthed ancient, monolithic artifacts known as the Khaydarin Crystals. The Crystals, left behind by the Xel'Naga, were fundamental in facilitating their proto-genetic experiments. Khas was able to channel the primal energies of the Crystals through himself, allowing him to access the primordial, psychic bond of his race. For the first time in thousands of years, the primal chord of the Protoss was tapped. Flooded by emotions emanating from every member of his race, Khas became aware that the Protoss had not lost their primal link, but had simply forgotten how to attune themselves to it. Horrified by the warring emotions that had been tearing his race apart for countless centuries, Khas began to search for a way to heal the searing pains of his people. Khas, gathering many young Protoss together, was able to teach the new generation of warriors how to access their latent psychic bond. These young ones, suddenly free to distance themselves from the horrendous strife around them, were able to see clearly that the conflict of their race was folly. They believed that the Xel'Naga had been right to abandon them and that because their racial essence had been corrupted by the rise of ego, they were indeed a failed creation. They maintained, however, that because their inherent failure

was not of their own doing, the inner conflict of the Protoss and racial turmoil was baseless and hollow. Khas developed a radical system of psychic progression that he hoped would discipline the new generation and keep them from repeating the tragic mistakes of their ancestors. His theory, known as the Khala, or 'Path of Ascension', called all Protoss to forsake their own whims and strive to reunify their once mighty, communal race. The greatest hope of Khas was that the Khala would instill a new sense of essence and vitality within the Protoss race. Slowly, many Protoss gave up their ages-old feuds and rallied behind the ever-growing legions of the Khalai. This marked the true turning point in the Aeon of Strife and led to the rise of the Second Age. As the terrible wars subsided and the Tribes once more began to heal and bond, the premise of the Khala began to permeate even the deepest, most fundamental roots of Protoss society.

DAE'UHL: THE STEWARDSHIP

The Khala, primarily meant to define a rigid system of behaviour, also called for a shift from Tribal society to a Caste system. All members of the Protoss Tribes were split into three new castes: the Judicators, the Khalai, and the Templar. This shift worked to remove the last remnants of the old hostilities between the Tribes and strengthen the resolve of the Protoss to embrace a new beginning. The Judicator caste was comprised of Protoss elders and statesmen, with its main responsibility being the governing of the Protoss under the dictates of the Khala's Law. The Judicator Assembly was ruled over by a small group of Elders known as the Conclave. The second Caste, known as the Khalai, comprised the greater bulk of Protoss society. The Khalai caste represented the driving industrialists, scientists, and workers who continued to rebuild their homelands after the harsh conflicts of the Aeon of Strife. The third caste, called the Templar, were the holy warriors and defenders of Aiur,

who followed the Khala's disciplines to achieve ever-escalating pinnacles of psionic power. Under the new leadership of the Conclave and their Judicator Administrates, and armed with the zealous might of the Templar, the Protoss soon rebuilt their decimated world of Aiur into a bustling paradise. With their growing prosperity leading them to rediscover many of the sciences and studies they had lost, the Protoss learned to travel amongst the stars. Over the course of only a few hundred years, the Protoss conquered hundreds of worlds within their corner of the galaxy, and spread the fruits of their great civilisation to many of the more advanced races that they encountered. All in all, the Protoss inadvertently succeeded in reclaiming an eighth of the worlds once presided over by the Xel'Naga. In keeping with the strict codes of the Khala, the Protoss took upon themselves the burden of the Dae'Uhl, or 'Great Stewardship'. Following the ancient traditions of the Xel'Naga, the Dae'Uhl called for the Protoss to protect and safeguard the lesser races that lived under their shadow. Unlike their predecessors, however, the Protoss refused to manipulate or interfere in the evolutionary processes of the lesser races under their protection. Ever vigilant against xenomorphic threats, the Protoss kept a close watch over their unsuspecting wards. But, much like the Xel'Naga many millennia before, the Protoss kept their presence hidden from the lesser races in their care. Many hundreds of species grew and thrived on the various worlds within their space, never knowing that they were secretly guarded from on high.

THE DARK TEMPLAR

Although their new enlightened civilisation grew and thrived, the Protoss Conclave kept a dark, shameful secret hidden from the masses. There were a few dissident Tribes who refused to embrace the Khala, believing that their individual identities would be erased to further promote the Judicator rule. The Rogue Tribes were not hostile or militant, but they believed that the Conclave's communal agenda would be the eventual doom of their race. Thus, the knowledge of the Rogue Tribes was kept hidden, for the Conclave believed that their aberrant influence might spread throughout Protoss society and destroy all that Khas had accomplished. Convinced that the Rogue Tribes constituted a palpable threat to the new order, the Conclave ordered the Templar forces to eradicate the dissidents. The Templar, led by a young warrior named Adun, could not bring themselves to slaughter their wayward brethren. Instead, the idealistic Adun attempted to hide the Rogue Tribes away from the sight of the Conclave. Adun believed that he could convince the Rogues of the Khala's truth by teaching them how to manipulate their own latent psionic powers. Although their powers equaled those of the mighty Templar, the Rogues still refused to submit their passionate, free spirits to the Khala. Without the discipline of the Path of Ascension, the powers of the Rogues spiraled out of control and unleashed horrible, devastating storms across the fields of Aiur. The Conclave, shocked that the Templar had not destroyed the Rogue Tribes, attempted to salvage the desperate situation. If the Conclave punished Adun and the Templar for their insubordination, it would be forced to publicly admit the existence of the Rogues. Thus the Conclave decided to banish the wayward Tribes from Aiur forever. The Templar under Adun were sworn to silence as the Rogues were loaded onto an ancient, but functional Xel'Naga ship and launched into the void of space. Forever after the Rogue Tribes would be known as the Dark Templar. Over time, the legend of the Dark Templar spread across the face of Aiur, sparking the imaginations of many young Protoss. To show their disdain for the Conclave and their Judicator lackeys,

the Dark Templar ceremoniously cut off their nerve-appendages, effectively severing themselves from the basic communal link that all Protoss share. It was widely rumoured that since the Shadow Hunters were cut off from the primal chord of their race, they were forced to draw their psionic energies from the dark, cold void of space. This tale, above all others, worked to incriminate the vagabond warriors for all time. Hunted and feared by their own brethren, the Dark Templar led a solitary existence within their space-faring vessels. Traveling throughout the cold void of space, they never abandoned their love for Aiur, and thus worked to safeguard their long lost Homeworld in any way they secretly could.

HUMANITY AND THE COMING OF THE ZERG

The Protoss bore silent witness to the portentous arrival of Humanity to their edge of space. Although the Protoss were uncertain of the vagabond origins of the Terrans, they knew that these volatile, short lived humans would prove to be interesting study. Two centuries passed as the Protoss watched over the budding Terran colonists. The Terrans had succeeded in building up rudimentary colonies on over a dozen worlds within the Protoss' borders. Although the technology of the Terrans was inferior to that of the Protoss, they adapted to the worlds upon which they lived and thrived. The Protoss found the Terrans to be fascinating in that they constantly fought against one another, yet still advanced their technologies and industries by leaps and bounds.

The Protoss were alarmed at how quick the Terrans were to access and drain the natural resources from their various worlds. It seemed to the Protoss that the Terrans had no respect for the delicate balance of nature, as they recklessly sped from one world to the next, leaving nothing but barren

wastelands in their wake. Bidden by the strict dictates of the Dae'Uhl, the Protoss were forbidden to directly interfere with the reckless Terrans, no matter how much they wished to do so. This disjointed relationship lasted for many years between the two races. Yet a routine Protoss scouting mission found evidence that spelled certain doom for the hapless Terrans.

The High Templar Tassadar, accompanied by his renowned Templar expeditionary force, found a number of small biological constructs floating near the borders of Protoss space. Upon close inspection, Tassadar deduced that the rather nondescript alien organisms were in fact deep space probes. Although Tassadar could not discern their point of origin, it was clear that they were heading towards the Koprulu sector of Terran colonies.

Tassadar brought the living probes back to Aiur for immediate study. The strange aliens were unlike anything that the Protoss had ever seen before. The respective physiologies of the probes were apparently engineered for deep space travel and reconnaissance. In an attempt to discern their primary quarry, the Protoss focused the energies of the Khaydarin Crystals through the tiny minds of the probes. The Protoss were shocked to discover that the alien probes responded quickly and naturally to the powerful energies of the Crystals. Their shock was garnered from the fact that only creatures born of the Xel'Naga's proto-genetics could properly process the energies of the great Crystals. More alarming was the vague thought stream that kept repeating, over and over, through the tiny brains of the probes; 'Find Humanity'…'Eradicate'…'Learn'…'Evolve'…

The Protoss speculated that the probes were the harbingers of a bold new threat to their section of the galaxy. If the creatures were engineered with Xel'Naga technologies, they would be very advanced and extremely powerful.

It seemed clear to the Protoss that this new race constituted a palpable danger to all living beings, and that wherever the greater bulk of the race was, it must still be searching for the unsuspecting Terran colonists.

The Protoss began to send out advance scouts to scour the surrounding space-ways for any sign of the alien invaders. Tassadar claimed that under the dictates of the Dae'Uhl, it was the chosen responsibility of the Protoss to protect the races under their watch. The Conclave, however, argued that if the 'worthless' race of Terrans had already been infested by some new threat, they must be put to the flame and eradicated. A great debate began between the Judicators and the Templar as to how they should involve themselves in the Terrans' imminent plight.

The one fact that both castes agreed upon was that the creatures were undeniably engineered through Xel'Naga sciences. And if they were indeed created by the Ancient Ones, the Protoss had best be on their guard. It was agreed to send Tassadar and his expeditionary force to monitor the Terran worlds and attempt to discern the severity of the impending danger. To this end, Tassadar led his command ship, the Gantrithor, and an escort of massive Protoss warships towards the Terran sector of Koprulu.

THE BEGINNING OF THE END

Upon arriving in the Terran Sector, Tassadar's scouts found evidence that the mysterious alien threat had already begun to take its toll upon the Terran colonies. Upon closer inspection, Tassadar found that the fringe-colony of Chau Sara had indeed been infested by alien organisms.

The entire surface of the colony had been covered with a thick, toxic substance that continued to erode the planet's crust. To make matters worse, the aliens themselves had either infested or slaughtered most of the human colonists. Tassadar, horrified by the colony's devastation, could only wonder why the Terrans had not already rushed to aid their besieged world.

The Conclave, hearing of the colony's fate, immediately ordered Tassadar to burn the entire planet of its infestation. Knowing that the burning would eradicate all life on the planet, Tassadar sorrowfully obeyed his masters. The lumbering Protoss warships powered up their weapons and opened fire upon the unsuspecting colony. This costly ploy was successful in destroying the alien infestation, but there were still a few neighboring worlds that had no doubt been infested as well. Tassadar was ordered to burn those worlds and any other Terran settlement that had even the slightest possibility of infestation. While moving his fleet to the second infested colony of Mar Sara, Tassadar began to doubt the morality of his orders.

The Terran warriors, caught completely by surprise by the initial attack of the Protoss upon Chau Sara, launched a fleet of starships to intercept Tassadar's fleet. The Terran fleet prepared to defend the colony from the Protoss, just as Tassadar commanded his ships to pull away and withdraw. Tassadar, struggling with his inner doubts, could not bring himself to destroy Mar Sara or the fleet that had come to protect it. He sought a way to defeat the aliens without arbitrarily wiping out humanity in the process. Thus engaged, Tassadar refused to follow the genocidal orders of his masters. Remaining with his fleet, far outside the range of Terran sensors, Tassadar waited and watched as the alien presence continued to encroach across the Terran wastelands.

PROTOSS SPECIES OVERVIEW

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

Shields

Defensive energy shields protect all Protoss military units, and this provides perhaps their greatest advantage in battle. During the Aeon of Strife, Protoss warriors used focused psionic energy to surround themselves in impregnable energy shields. Over time, Conclave scholars and Templar sages learned to reproduce the energy shield using induced psi-field generators, which allowed even the smallest robotic machine to surround itself with a protective field. Protoss energy shields are effective at stopping all manner of physical and energy attacks, but they can be depleted during an attack. Given time, a shield will recharge to full strength, and Shield Batteries can be accessed to increase the rate of this regeneration.

Warp Gates

The Protoss are a meticulous species, and their manufacturing techniques and tools have been developed over generations by Khalai workers. Protoss structures are produced on the Protoss Homeworld of Aiur. Robotic Probes use special warp beacons to provide an anchor and entry point for a special warp gate that brings in the fully functional building from Aiur. This allows the Protoss to quickly establish a base once they have created a Psionic Matrix.

Psionic Matrix

Protoss buildings and units, to a lesser extent, draw their energy from a great psionic energy matrix that emanates from Aiur. While the Nexus provides a link to this matrix, Pylons are needed to actually tap into the energy required to provide Psionic energy (Psi) to new colonies. Each Pylon generates a short-ranged aura of Psi, which can provide the power needed by buildings and warp gates. If a Protoss building loses its connection to the Psionic Matrix, it will shut down until it is reconnected, and new units cannot be gated in if there is insufficient Psi to provide them with power. Available Psi energy is displayed in the upper right-hand corner of the Main Screen, and selecting a Pylon or attempting to warp in a new building will display a blue aura that represents the extent of the current Psionic Matrix.

PROTOSS UNITS

Probe
Role: Resource Gatherer, Worker
Armament: Particle Beam

Probes are robotic drones that service the Nexus and gather the numerous resources needed to power Protoss technologies. Probes also manufacture and plant the micro-beacons that anchor the teleport matrices of Protoss structures. These beacons allow the Protoss to warp in prefabricated buildings from their Homeworld.

Zealot
Role: Assault Warrior
Armament: Psionic Blades

Templar warriors who have yet to reach the upper levels of the Khala are known as Zealots. These fearless warriors attune themselves to the Khala's disciplines and can invoke a near-berserker rage while in battle. Enhanced with cybernetic grafts and outfitted with their coveted power suits, the Zealots exemplify the unbridled ferocity of the Protoss at war. Their forearm units are capable of channeling psionic energy, manifesting it as deadly blades that are used as their primary melee weapon.

Dragoon
Role: Medium Support Warrior
Armament: Phase Disruptor

Veteran Protoss warriors who have been crippled or mortally wounded in combat can volunteer to continue their service to the Conclave by being transplanted into Dragoon exoskeletons. The shattered bodies of the volunteers are housed within large, mechanical walkers. By focusing through the Khala, the fallen warriors can control the movements of the Dragoon as naturally as if they were within their former bodies. Dragoons provide essential supporting fire for the Zealot forces by launching bolts of antiparticles sheathed in a psychically charged field. These disintegration bolts are effective against both air and ground targets.

High Templar
Role: Psionic Warrior
Armament: Psi Assault

The High Templar are seasoned, veteran warriors of the Protoss armies. Respected and honoured throughout the Protoss Empire for their bravery and prowess, the Templar are ever vigilant against threats to the Protoss Homeworld of Aiur. The High Templar have sacrificed the priciples of martial training in order to more perfectly command the awesome psionic abilities that define their station.

Psionic Storm

One of the first lessons of the Khala is how to close one's mind to the outside world. The Protoss are such powerful psychics that they can inadvertently send out psychic "ripples" that are disruptive to other life forms. With careful training, High Templar learn to focus these ripples into a storm of raw psychic energy that is capable of literally tearing apart the minds of lesser species.

Hallucination

It is rumoured that some High Templar have learned to create illusionary duplicates of other beings. While these phantasms have no physical substance, they can be used to draw fire away from friendly units or sow confusion amongst enemy forces.

Summon Archon

In times of great peril, High Templar warriors can sacrifice themselves and merge together as a powerful, psionic entity: the Archon.
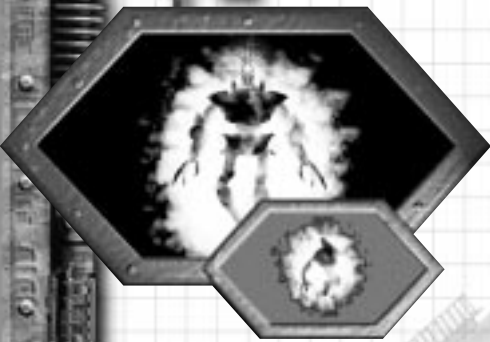
Archon
Role: Heavy Assault Warrior
Armament: Psionic Shockwave

These swirling, burning effigies of the Protoss spirit radiate incalculable power, and their devastating psionic storms can be unleashed against cowering enemy forces both in the air and on the ground. Although the Protoss are loathe to sacrifice valuable Templar, those that do achieve this final level of commitment are honoured in the annals of the Templar Archives.

Reaver
Role: Heavy Mobile Artillery
Armament: Manufactures Scarab Drones

Automatons used primarily for ground support, the massive, mechanical Reavers are renowned for their ability to level entire colonies in moments. The Reaver itself does not mount any weaponry, but instead houses a micro-manufacturing plant similar to the Protoss Carrier.

Create Scarab

Reavers house and construct tiny robotic drones called Scarabs. The Scarabs are launched in groups at enemy targets or installations. Unlike the Interceptors found on Protoss Carriers, the Scarabs do not return to the Reaver after they attack. Instead, they explode on impact, generating devastating electromagnetic fields that cause heavy damage to their targets.

Scout
Role: High Speed Fighter
Armament: Dual Photon Blasters
Anti-Matter Missles

Although the Protoss regard these powerful fighters as mere scouts, they are easily a match for most other flying vessels. Armed for both air and ground attacks, the main function of the Scouts is to serve as point guards for the Protoss fleet, although they are often called upon to engage various hostile forces.

Shuttle
Role: Armoured Transport
Armament: None

Protoss Shuttles are used to carry ground forces into the midst of battle. These robotic flyers are heavily armoured, but maintain no offensive weaponry. Shuttles are large enough to carry even the massive Reavers within their hulls.

Arbiter
Role: Judicator Sanctum
Armament: Phase Disruptor Cannon

Shrouded in mystery and permeated by latent psionic energy, the lumbering Arbiter ships often accompany Protoss warfleets into battle. Psychic Judicators crew the Arbiter ships, and they use the Arbiter as a focal point to project a reality-warping field that serves to conceal all friendly units within close proximity. Since the Arbiter must be anchored firmly in space-time to safely generate such a large field, it is immune to the effects and remains visible, even when surrounded by the field of another Arbiter.

Recall

Shuttles serve as the primary transport vehicle for Protoss ground troops, but recently the Protoss have found that the ability to rapidly bring more fighting forces to war zones is invaluable. The Recall ability creates a tear in the fabric of space-time, and any friendly units that enter the swirling vortex will instantaneously appear next to the Arbiter that initiated the effect.

Stasis Field

In addition to destabilising the very fabric of the universe to generate its distortion field, some Arbiters are capable of strengthening discrete pockets of space-time. Anything caught within these absolute pockets is beyond the reach of any normal interaction, friendly or otherwise. Units trapped in a stasis field can neither move nor attack, and are completely immune to the effects of damage and special abilities.

Carrier
Role: Battle Cruiser/Command Ship
Armament: Manufactures Interceptors

The massive Carriers serve as command centres for the leaders of the Protoss fleets. Heavily armoured and shielded, Carriers can punch their way through enemy blockades by unleashing flights of robotic Interceptors at vital enemy targets. Although the Carriers have no weapon batteries or armaments of any kind, their deployment of Interceptor flights makes them devastating in ship to ship battle.

Build Interceptor

The maneuverable, computer guided Interceptors tear through enemy flight formations and relentlessly strafe slower targets with potent plasma-charges. Manufactured and serviced inside of the Carrier bays, a number of prepped Interceptors can be launched in rapid succession.

Observer
Role: Light Non-combat Scout
Armament: None

These small drones are employed to survey vast wasteland areas or observe and record battles for study within the Archives. Their complex sensor array leaves little energy for defenses, but they can detect cloaked or concealed units with ease, making them invaluable on the battlefield.

Observers that are used for deep-space exploration are often deployed without any defensive systems, but when used in a combat zone they are equipped with a micro-cloaking field to hide them from the enemy. Like the Arbiter, the Observer does not require any additional energy to maintain the field.

PROTOSS BUILDINGS

Nexus

The mammoth, pyramidal visage of the Nexus looms over each and every Protoss settlement. The Nexus serves as a psychic anchor, allowing the Protoss to access their psionic energy matrix from across the galaxy. The Nexus also manufactures the small robot Probes that gather precious resources and lay down the warp beacons required to teleport in other Protoss buildings.

Pylon

Carved from the sacred Khaydarin Crystals found only on the Protoss Homeworld, Pylons act as focal points for the Psionic Matrix emitted by the Nexus. The floating Pylons can power any Protoss buildings within a large radius around them, and establishing a network of Pylons is essential to properly expanding a new Protoss colony.

Gateway

The swirling rift at the centre of the massive Gateway is where the highly trained Protoss ground troops can be warped in from their Homeworld of Aiur.

Forge

Even though their technology is incredibly advanced when compared to that of other species, the Protoss constantly strive to enhance and refine their weapons and armour. Work at the great Forge rarely ceases, as this edifice is where much of this research takes place.

- Upgrade Ground Weapons. This upgrade enhances the weapons employed by the Probe, Zealot, High Templar and Dragoon.

- Upgrade Shields. This upgrade intensifies the shields of Protoss units.

- Upgrade Ground Armour. This upgrade strengthens the armour worn by the Probe, Zealot, High Templar, Dragoon and Reaver.

Cybernetics Core

The Cybernetics Core is a secondary Protoss building which houses the construction materials and automated factories essential to the production of the powerful Protoss Dragoons. Located deep within the Core are the mysterious essence translators that bond the spirits of fallen Protoss to the cold metal exoskeletons of the Dragoons.

- **Singularity Charge.** By employing technology that restructures antiparticle amplitudes, the Dragoon Phase Disruptor range is extended.

- **Upgrade Air Weapons.** This upgrade intensifies the weapons mounted on the Scout, Arbiter and Carrier.

- **Upgrade Air Armour.** This upgrade strengthens the armour of all Protoss aerial units.

Citadel of Adun

The ultimate goal of all Protoss warriors is to achieve the highest level of Khala. To this end they spend much of their time in deep meditation and sparring with each other in the floating Citadels. Named for one the greatest masters of the Khala, the Citadels of Adun are centers of learning and research for acolyte warriors

- **Leg Enhancements.** Zealot power suits can be enhanced with cybernetic boosters that enable these warriors to close on their victims with frightening speed.

Robotics Facility

The Protoss rely on automated war machines to bolster their numbers and avoid the loss of Protoss life. While the Robotics Facility manufactures these vehicles, other buildings are required to expand its capabilities.

Robotics Support Bay

This secondary buildings is intended to bolster the capabilities of the Robotics Facility. While it does not manufacture new units itself, it can develop more efficient components for Protoss war machines.

- **Upgrade Scarab Damage.** By synchronising their electro-magnetic fields, Scarabs are capable of delivering tremendous amounts of concussive damage.

- **Increase Reaver Capacity.** By installing a neoteric micro-manufacturing plant, the Reaver can increase the number of Scarabs that are stored within its hull.

- **Gravitic Drive.** By combining anti-gravity theory with current repulser technology, these engines provide increased speed for the Shuttle.

Observatory

History is of vital importance to the Protoss, as they believe that great events echo across space-time and serve as lessons for those wise enough to study them. Even during the Aeon of Strife, Protoss scribes recorded the wars and their heroes for future reference. The Observatory is a modern refinement of the ancient scribe library, and it is here that the data gathered by the robot Observers is recorded and catalogued for study by future generations of Protoss.

- **Gravitic Booster.** By combining anti-gravity theory with current micro-thruster technology, these engines provide increased speed for the Protoss Observer.

- **Sensor Array.** Observers can be outfitted with enhanced scanners that enable this aerial automaton to better gather battlefield intelligence.

Templar Archives

The Templar Archives are dark, mysterious buildings that serve as training centres for the legions of the High Templar. These honoured warriors, charged with wielding the awesome psionic powers of their race, use the Archives to directly commune with their ancient ancestors and thereby gain knowledge inaccessible to ordinary warriors.

- **Khaydarin Amulet.** By equipping themselves with amulets carved from Khaydarin crystal, the High Templar are able to channel the energies of the Khala with greater efficiency.

- **Psionic Storm.** By opening their minds and unleashing raw psychic energy, the High Templar can assault multiple enemies at once.

- **Hallucination.** By learning this mental discipline, The High Templar can implant images within the minds of their enemies. While these phantasms have no substance, they are perfect replicas of the original.

- **Summon Archon.** Through an act of great and honoured sacrifice, two High Templar can combine their essence to bring forth a supreme psychic warrior.

Stargate

The mighty warships of the Protoss fleet require a much stronger warp link than the Gateway provides. The immense Stargate is capable of calling ships from high orbit around Aiur to distant planet surfaces.

Fleet Beacon

Easily recognised, the Fleet Beacon is built around a huge sphere painstakingly carved from the largest and purest of Khaydarin crystals. The Beacon focuses Psi through this sphere to strengthen and magnify the warp rift created by the Stargate, allowing it to teleport the largest of the Protoss warships.

- **Apial Sensors.** Located in the nose section of the Protoss Scout, these special sensors provide longer sight range.
- **Gravitic Thrusters.** By combining anti-gravity theory with current micro-thruster technology, these engines provide increased speed for the Protoss Scout.
- **Increase Carrier Capacity.** This upgrade refits the Carrier with additional fighter bays.

Arbiter Tribunal

The mighty Arbiter warships, surrounded as they are in a permanent distortion field, are extremely difficult to safely teleport. The Tribunal serves as a warp anchor of sorts, strengthening local space-time so that the Arbiters may be brought through the Stargates.

- **Khaydarin Core.** By infusing pure Khaydarin crystals into the heart of the ship's reactor, the Arbiter gains increased energy storage capacity.
- **Recall.** The development of space folding technology allows the Arbiter to act as an anchor point and instantly transport units to its location.
- **Stasis.** By manipulating space-time fields, the Arbiter can place units in a state of Stasis. While the affected unit cannot move, it is also unaffected in any way by other units.

Shield Battery

The Shield Battery has a Khaydarin core that absorbs local Psi energy and contains it until it is needed by nearby Protoss warriors. By touching one of the Battery's many energy spokes, any friendly Protoss warrior or vehicle can rapidly recharge its own shield levels. The Battery does have a limited capacity, but will recharge itself over time. Careful deployment of multiple Batteries can spell the difference between victory and defeat in any campaign.

Photon Cannon

The Protoss revel in the glory of personal combat, but they also recognise the need for automated defenses to watch over their colonies. The Photon Cannon fires an encapsulated antimatter sphere similar to that generated by the Dragoon. It is an effective weapon against both air and ground targets. The Cannons are also enhanced with special sensor technology borrowed from the tiny Observer, enabling them to detect cloaked and hidden units. As with all Protoss buildings, care should be taken to provide ample Pylon support for Cannons. Should their link to the Psionic Matrix be broken, they will shut down — thus leaving the way open to the enemies of Aiur.

PROTOSS TRIBES

Although the Khala has called upon the Protoss to forsake their ancient Tribal society and embrace the new castes of Judicator, Templar and Khalai, many still cling to the fleeting customs and trappings of the old ways. The various Tribes remain intact only to remind the Protoss of the follies of their past. With the ascension of the Judicator as the ruling caste above all Protoss, the old dilemma of Tribal separatism no longer threatens the greater society. The most distinguishable aspect of the Tribes is that each sect of Protoss has its own unique skin shades ranging from mottled grey to a dark, aphotic blue.

Ara
Caste: Judicator
Station: Conclave Praetor Guard
Tribal Colour: Red

The Ara is a relatively young Tribe, by Protoss standards. They were the first group to rally behind the vision of Khas for a unified race after the ending of the Aeon of Strife. The youthful enthusiasm of the Ara helped to promote the mandates of the Khala, and ease the fragmented Tribes into a lasting peace. The Ara maintains the power within the Judicator caste and thus controls who presides within the ruling Conclave. In light of recent events, the Ara hold to the tenet that the Zerg should be the greatest concern of the Protoss and that Humanity should be left to its own fate.

Akilae
Caste: Templar
Station: High Templar Command
Tribal Colour: Green

The Akilae represent the strongest fighting force within Protoss society. The Akilae dominated the other Tribes for hundreds of years during the Aeon of Strife, but quickly saw that Khas' vision of unity heralded a bold new age for their race. Entrusted with protecting the Homeworld of Aiur, the Akilae have stalwartly upheld their charge for generations. Led by the powerful High Templar, the Akilae command the might of all Protoss Templar at war. Although extremely loyal, the Akilae have recently argued with their Judicator superiors that Humanity should be saved from the Zerg threat, not arbitrarily destroyed because of it.

Shelak
Caste: Judicator
Station: Librarians, Keepers of the Khaydarin Crystals
Tribal Colour: White

The Shelak Tribe was the Tribe closest to the ancient Xel'Naga race. Therefore, they were appointed by the Judicator to study and protect the powerful Khaydarin Crystals that empower the awesome technologies of the Protoss. The Shelak, intrigued by the legacy of the Xel'Naga,

continuously study their ancient texts. Although the Judicator have banned all Xel'Naga teachings, the Shelak are still allowed access to the archives. The Judicator hope that the Shelak can unravel the mysteries of the Xel'Naga and thus expand their knowledge through the Khala.

Sargas
Caste: Templar
Station: Enforcers / Assassins
Tribal Colour: Blue

Easily the most notorious of the Tribes, the Sargas have offered a tenuous allegiance to the Judicator Conclave. Much like the Venatir before them, the Sargas continually fight to override the effects of the Khala upon their Tribe. Obsessed with holding onto their 'free will' and Tribal identity, the Sargas offer their aid only when it serves their purposes. The Conclave has found that the Sargas are extremely adept at the arts of killing. Thus, their members have been made the official assassins of the Protoss, deftly eradicating any dissidents or enemies with the ancient grace of their hunter-race. It has been noted that more Dark Templar stem from the Sargas Tribe than from any other.

Auriga
Caste: Templar
Station: Protectors of the Great Fleet
Tribal Colour: Orange

Charged with servicing and operating the massive Carrier ships and Arbiters that protect the space-ways of Aiur, the Auriga Tribe has never faltered in its duty to the Conclave. Tens of thousands of years ago, they were the first to construct sailing ships that they boldly launched upon the furious seas of Aiur. Captivated with the thrill of driving their vessels into the unknown, the Auriga stand ever ready to combat any threat that might loom above the Protoss Homeworld.

Furinax
Caste: Khalai
Station: Weaponsmiths and Technologists
Tribal Colour: Purple

Even though the Furinax Tribe reviles warfare of any kind, they can be counted upon to defend their Homeworld with savagery and honour. For generations the Furinax have served their race as weaponsmiths and builders. Obsessed with merging the sacred energies of the Khaydarin Crystals with modern technologies, they revel in their progressive crafts. The greatest feats of the Furinax Smiths are the revolutionary power suits of the Zealots and the powerful Dragoon exoskeletons.

ROSTER OF HEROES

Arcturus Mengsk
Male Terran, age 38
Former Confederate Prospector
Leader of the Sons of Korhal

Arcturus was once a successful Prospector for the Confederate government. Although his homeworld, Korhal IV, was a hotbed of civil violence and anti-Confederate sentiment, Arcturus served his government with courage and honor. As the civil turmoil reached the boiling point on Korhal, the Confederates launched a salvo of Apocalypse-Class nuclear missiles at the inflamed colony. Korhal IV was devastated, leaving Arcturus with only ghosts of the family and life he once knew. He immediately resigned his Prospector commission and vowed to bring down the Confederate government that destroyed his life. Gathering many of the survivors of the Korhal catastrophe, Arcturus founded a militant terrorist group known as the Sons of Korhal to aid him in bringing down the hated Confederates.

Jim Raynor
Male Terran, age 29
Former Colonial Marshal
Commander in the Sons of Korhal

An ex-Confederate Marshal, Jim Raynor is now a loyal supporter of the anti-Confederate organisation led by Arcturus Mengsk. Raynor spent many years keeping the peace on the colony of Mar Sara, but as Confederate enforcements became increasingly harsh, Raynor decided to join up with the Sons of Korhal. Although he is new to the movement, Raynor has proven himself to be a dynamic leader and he is well liked and respected by the troops under his command. Despite his often sarcastic demeanour, Jim is fiercely loyal to the Sons of Korhal and will put it all on the line without hesitation.

Sarah Kerrigan
Female Terran, age 26
Former Confederate Assassin
2nd in Command of the Sons of Korhal

Brought into the Confederate Ghost program as a child, Kerrigan was never given the chance for a normal life. The neural processing treatments that were used to dampen and pacify her latent psychic powers left her a withdrawn and introverted young girl. Forced to murder countless enemies of her Confederate masters, Kerrigan was finally exposed to a series of clandestine experiments conducted by the Confederate Government. During a raid on a remote Terran outpost, Arcturus Mengsk discovered and rescued Kerrigan from the Confederate scientists. The Confederates had ruined both their lives, and it was a simple matter to convince the young woman to lend her formidable combat skills to his cause. Although Kerrigan is often called upon to be an executioner, she has never fully embraced the darker aspect of her true nature.

Edmund Duke
Male Terran, age 53
Confederate General
Alpha Squadron Division

General Edmund Duke has been a stalwart defender of the Confederacy for over forty years. Motivated by his love of power and control rather than any heart-felt political affiliation, Duke has earned a reputation for running things 'by the book'. His long years of service with Alpha Squadron have left him with extensive tactical experience, making him one of the greatest military minds in the Terran Sector. Despite his abilities, Duke's ego and insufferable pride often lead to hostile confrontations with those under his command.

Aldaris
Protoss, Age 740
Judicator
Advisor to Koprulu Expeditionary Force

Aldaris is a strong believer in the Protoss vision of the New Beginning. He holds the virtues of communal achievement and selfless honour above all things. Aldaris is charged with watching over Tassadar's command of the expeditionary force and is quick to chastise the younger Protoss for his mistakes. Aldaris has no compunction against branding those who do not conform to Protoss dogma as heretics and traitors.

Zeratul
Protoss, age 634
Praetor of the Dark Templar
Assassin/ Adventurer

Like all of his dark brethren, Zeratul was banished from the Protoss Homeworld long ago for refusing to submit his will to the 'communal glory' of the Khala. Because of this, Zeratul harbours a deep seated hatred for the Protoss Conclave and the Judicator caste who were responsible for his wrongful exile. Zeratul is proud and noble, but is marked by a dark and tragic aura. Although he is secretive and calculating, Zeratul is extremely honourable and would gladly risk everything to defend his long-lost homeworld of Aiur.

Fenix
Protoss, age 397
Templar
Praetor of the Protoss Defense Forces

Fenix rose up through the Templar ranks alongside his friend Tassadar. He is both cunning and powerful and has fought against the enemies of the Protoss in countless battles. Capable of strong empathy and tremendous rage, Fenix has long been one of Tassadar's greatest supporters. Fenix is distrustful of Aldaris and the Judicator caste, and thus relies only upon the honour of his fellow Templar warriors and his own unparalleled skill in the theater of battle.

Tassadar
Protoss, age 356
High Templar
Executor of the Koprulu Expedition

Tassadar exemplifies the growing rift within Protoss society. Born into a new generation that looks ahead to a dynamic future, Tassadar is frustrated by the stoic view that his elders hold of the past. Tassadar feels that the unbending nature of the Protoss and their inability to re-evaluate ancient traditions will be the doom of his race. Fascinated by the power and mysticism of the renegade Dark Templar caste, Tassadar hopes to find some way to bridge the gap between these exiles and his masters.

The Overmind
Bodiless Entity, age Unknown
Master of the Zerg Swarms

Created several millennia ago by the enigmatic Xel'Naga, the Overmind represents the collective consciousness of the Zerg race. Believing that it exists to become the perfect life-form by assimilating the strongest species in the universe, the Overmind is obsessed with its sacred mission. Brilliant and cunning in the extreme, the Overmind will stop at nothing to ensure its success. The Overmind has the deepest respect for the Protoss, whom it believes to be the greatest species it has sought to conquer. The inevitable conflict with the Protoss will be its ultimate test.

Daggoth
Zerg Cerebrate, age Unknown
Master of the Tiamat Brood

Like all Cerebrates, Daggoth was created to help the Overmind keep control over the Zerg Broods. Commanding the largest Zerg Brood, Tiamat, Daggoth serves the Overmind with ferocity and valour. Daggoth is easily one of the strongest willed Cerebrates, often advising other Cerebrates as to how they might best serve the Overmind.

Zasz
Zerg Cerebrate, age Unknown
Master of the Garm Brood

Zasz is one of the most clever Cerebrates, who never ceases to question his fellows. Zasz is driven to know all that he can about the other Cerebrates, so that they might all work together efficiently. However, Zasz's sniveling nature often disturbs his fellows who find him to be somewhat unstable. Although Zasz is irritating, he is absolutely loyal to the Overmind and the sacred mission of his race.

METZEN

- Credits -

Game Design
Blizzard Entertainment

Executive Producer
Allen Adham

Producers
James Phinney, Bill Roper, Mike Morhaime

Senior Designers
James Phinney, Chris Metzen

Lead Programmer
Bob Fitch

Programming
Collin Murray, Michael Morhaime, Frank Pearce, Patrick Wyatt, Mike O'Brien, Gage Galinger, Dan Liebgold, Rob Huebner

AI Programming
Bob Fitch, Brian Fitzgerald, Brian Bishop

Campaign Editor
Jeff Strain

Battle.net Programming
Mike O'Brien, Scott Coleman, Dan Liebgold

Installer Programming
Michael Heiberg

Art Directors
Samwise Didier, Duane Stinnett

3D Artwork
Justin Thavirat, Trevor Jacobs, Samwise Didier, Roman Kenney, Maxx Marshall, Rob McNaughton, Micky Nielsen, David Pursley, Eric Flannum, Bill Petras, Duane Stinnett, Nick Carpenter, Dave Berggren, Brian Sousa

Artwork
Dave Berggren, Samwise Didier, Trevor Jacobs, Justin Thavirat, Nick Carpenter, Duane Stinnett

Technical Artists
Robert Djordjevich, Jeffrey Vaughn, Peter Underwood

Director of Blizzard Film
Matt Samia

Cinematic Directors
Matt Samia, Duane Stinnett

Cinematic 3D Artists
Matt Samia, Duane Stinnett, Brian Sousa, Nick Carpenter, Trevor Jacobs, Harley Huggins II, Rob McNaughton, Scott Abeyta, Stu Rose, Sharon Shellman, Bill Petras, David Pursley, Maxx Marshall, Eric Flannum

Cinematic Technical Artist/Video Engineer
Joeyray Hall

Storyboard Artists
Nick Carpenter, Bill Petras, David Pursley, Matt Samia, Duane Stinnett, Justin Thavirat, Brian Sousa

Audio Producers
Glenn Stafford, Shane Dabiri

Music
Glenn Stafford, Jason Hayes, Derek Duke, Big Tuna

Sound Design
Glenn Stafford, Jason Hayes, Tracy W. Bush, Joeyray Hall, Matt Uelmen

Voice Production, Direction & Casting
Glenn Stafford, Mark Schwarz, Chris Metzen

Recording Engineer
Robert Koenigsberg

Script & Story
Chris Metzen, James Phinney

Voices
Glynnis Talken, Michael Gough, Paul Eiding, Lani Minella, Bill Roper, Glenn Stafford, Chris Metzen, Matt Samia, Jason Hayes, Tiffany Hayes, Tracy W. Bush, Allen Adham, Paul W. Sams, Jorge Rivero, Harley Huggins II, Duane Stinnett, Micky Neilson, James W. Harper, Jack Ritschel, Robert Clotworthy, James "Whiteboy" Page

Strike Team
Allen Adham, James Phinney, Mike O'Brien, Samwise Didier, Chris Metzen, Bob Fitch, Mike Morhaime, Patrick Wyatt

Associate Producers
Shane Dabiri, Mark Kern

Scenario Design
James Phinney, Chris Metzen, Eric Flannum

Scenario Layout
Eric Flannum, Dean Shipley, Ian Welke, Chris Sigaty, Rev. Dan Moore

Manual Design & Layout
Peter Underwood, Bill Roper, Chris Metzen, Jeffrey Vaughn

Manual Artwork
Samwise Didier, Chris Metzen, Bill Petras, Sharon Shellman, Brian Sousa, Stu Rose, Eric Flannum, Scott Abeyta, Peter Underwood, Rob McNaughton

Director of Operations
Isaac Matarasso

Director of Support Services
Robert Bridenbecker

QA Manager
Michael Brannigan

Lead Tester
Chris Sigaty

Assistant Lead Tester
Ian Welke

QA Analysts
Geoff Fraizer, Mike Givens, David Hale, Brian Love, Dan Moore, Matt Morris, Dean Shipley, Jamie Wiggs

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