

Starcraft Lite

A lighter to play Starcraft Board Game Variant

Version 1.1.0

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Introduction

The objective of this variant is to make the game easier to play in order to reduce the amount of brain burning and speed up the game play. The secondary objective is to make the game look closer to the video game.

History

The variant was started in june 2008 after I bought my copy of Starcraft. . Most of the work was done at that time. It was then put on hold in before September and was completed between December 2008 and January 2009.

The story behind this variant? (Skip if you just want to read the rules)

Since I did not have a chance to play often, I decided to buy the game in order to change the game. It was not a very intelligent idea because you are never sure if your modifications are going to work. I generally only buy games to change them if I get it on sale for really cheap like 15\$ or less.

There were a lot of elements that I loved in the game: The production system was really nice, the unit relationship with other units and the combat cards was a good idea. But the efficient management of combat cards is so complex that it could be a game in it self.

I first had some ideas in my head before buying the game: no order stacking, pick 4 orders to execute, Event cards keeping, unit targeting in combat, non-cumulative scoring, etc. Many of these rules were not so bad, some worked pretty well. But the main problem was that it was not enough.

The major reason to change this game was to make the game less brain burning. There are so much things to think about in the game that I cannot manage to actually enjoy the game. But even with the modification above, the game was still hard to play. So I needed to simplify even more.

So that's when I started cutting down in the rules. I switched to fixed order since most of the actions were only done within 1 order. I removed the combat cards and used dice, I tried various kind of scoring systems and I tried different ways to manage event cards. In overall, the game is now enjoyable and I had successfully cut the playing time by half, which is in itself a major improvement. No more 10 hour 6 player games. It's is now that I realized that the major

goal of the variant was to make the game lighter to play, and this is when the "Starcraft Lite" title idea came in.

Most of the rules seems nice, the only things that worked bad is the combat system and the scoring mechanics. First I tried converting the information of the board game into my new dice combat system. It worked fine, but did not look very good.

Then I tried looking at a video game FAQ of starcraft (because I never played much the video game) to learn what were the original buildings upgrades and units in the game. That is when I realised that the conversion to the board game was not as good as I thought, many things were removed and many things were badly converted.

So I decide to redefine the combat system and technology upgrade according to the real video game and manipulate the elements to make sure that it fits with some part of the board game. For example: I insisted that the unit cost and assist value stay the same to increase the compatibility of the variant with the original components. But on the other hand, I changed the combat stats because it did not reflect pretty well the video game.

Once this variant is done, I will could working on the hexmap variant which allows playing the game, even the original version, on a hexagonal planetary map.

If you have any questions or comment, you can e-mail me at ericp[at]ariel.bdeb.qc.ca

Compatibility with the Broodwar Expansion?

I have learned a few days ago that they are going to release an expansion. Which adds a bit of challenge because I would like starcraft lite to be compatible with the expansion. I am not sure yet if I am going to buy it or if my friend is going to buy it.

Still I would like starcraft lite to be compatible with the expansion and I don't think it will be that hard. There is space to add new units on the faction sheet. Combat cards, event cards and technology cards does not influence my variant besides getting new ideas. Leadership cards and Heroes might require some implementation time according to how they work.

What's New?

You would still need to know the original starcraft rules because starcraft has a lot of little exceptions that I might not recopy in this variant rule set.

- **Fixed Orders:** You do not have orders tokens anymore, phases are resolved in a fixed order and all of them, except for mobilize, are resolved simultaneously.
- **New Event cards:** Unfortunately, this could not get avoided. Some event cards had to be changed to fit with the new rules. First I was changing only a few cards, then I decided it would be easier to remake them.
- **Scoring Methods:** There are now 3 ways to score: Control CP area, destroy bases, control hot spot planets.

- **Dice combat system:** The combat systems now use dices to make the resolution more straightforward.
- **New Tech Tree:** Since the combats works differently, technology is now grouped by unit type. So you research in order to power up a specific unit. The requirements to produce a unit are also different. So units are developed in a different order. There is really a tree of dependencies.
- **New Modules:** Modules are now unique and there are much more modules available. Some technology cards, like "bunker", are now modules.

Playtesting Feedback

If you can manage to spare me some time to playtesting this variant, I would be pretty happy. Playtesting is important to make sure that there is as few bugs possible. Of course, you might not like my variant if it does not fit your gaming taste. Here are the points you should check while playtesting:

- Was there any bugs or conflict that I have not considered?
- Did the game play well? Was there some annoying phases or stuff to think about?
- Did you have fun playing the game? Was it interesting or immersing?

You can always contact me by e-mail at: ericp[at]ariel.bdeb.qc.ca.

Components

Components you will use

- Military units
- Planets
- Navigation routes
- Z-Axis Navigation route
- Conquest track and marker
- First Player token
- Base Tokens
- Worker Tokens
- Transport Tokens
- Starting Planet Tokens
- Depletion Tokens
- Ressource cards

Components you will not use

- Faction Sheets
- Reference Sheets

- Order and Special order tokens
- Building Tokens
- Module Tokens
- Combat Cards
- Technology Cards
- Event cards

Components you will need to add

You will need the following additional components that you must print yourself and you need generic components that you must supply yourself. The print outs are in a separate file.

- NewFaction sheet (6 sheet, 2 per race)
- Battle Field sheet (6 sheets, 2 per race)
- New Event Card (18 x 2 cards, print in as many copies as you want)
- New Reference Sheet (2 sheet)
- Worker Sheet (6 sheet)
- Uncolored 3/4" Generic Tokens (Bingo chip, glass bead, pennies, etc)

The print out contains material for 3 players, so you must print them twice in order to get material for 6 players. Just print the sheet on white cardboard and cut around the edge or on the dotted lines. This should be all you need to build the variant. If you wish, you can plastify the surface of the cardboard with book plastic to prevent the ink from fading away.

Rules of the Game

All the rules in the original game should be applied unless stated otherwise in this rule variant. There might be some conflict that I have not thought about, just report it to me by e-mail if you see anything.

Game Setup

Most of the game's setup is the same except that the galaxy is now set randomly and there is no event cards stacking.

Galaxy Setup

The first thing to do is to determine who is the first player using any method you want. The first player will now setup the galaxy according to the procedure below.

Shuffle the planet token and place them all face down. Draw the first token and place the planet into play. Then for each connection the planet has, place a planet token face down clockwise around the planet. Then reveal each planet token, take the corresponding planet and connect it to the central planet. Then pick one of the new planet which has the most connections and place a planet token on each free connection.

You must stop the process when you reach the limit of 2 planets per player. You can flip the planets as in any order you want to accommodate the space of your table. When continuing to expand the galaxy, you are not forced to take the planet with the most connection if it would fit better on your table to expand else where.

When all planets are placed, you set the warp points. Not only you must not make planets warp to it self, you must also promote the maximum number of warps possible. For example, in a situation where planet A and B has 2 free connection and planet C and D has 1 free connection, you cannot connect : A to B, A to B and C to D. You Must connect A to C, B to D and A to B. It's the first player who decide, so he could make A to D, B to C and A to B instead.

Home Base Location

Then, starting from the LAST player, the players will choose a planet where to place their home base. They cannot place a base on a planet occupied by another player. The player place his base with all his starting units anywhere on that planet and he place his transport on one navigation route around this planet.. Then the next player in counter-clockwise order does the same until all players have placed their home planet. When everybody has his planet he takes the resource cards of his planet.

Hot Spots Cup

Place the planet tokens of the planets in the game either in a bag, cup or face down into play. This will be used to select hot spot during the regrouping phase. There is no hot spots during the first turn of play to give some time to the players to deploy their force.

Other Stuff

Shuffle the new event cards that comes with this variant. Place everybody's marker at 0 on the conquest track. Everybody should place a generic token on his first unit of his faction sheet (Zealot, Marine or Zergling). All workers are placed in the available worker section.

Player Phases

Each turn is separated in 4 different phases: Mobilize, Technology, Build and Regrouping. Mobilize is the only phase which is not resolved simultaneously. During the mobilize phase, the player with the first player token act first. Then each player in clockwise order fulfill his mobilize phase one after another. When everybody mobilized, you jump to the next phase which is Technology. This time everybody research at the same time. If some player insist in viewing what other players has done before they could select what to do, the resolution is done in clockwise order from the first player. When technology is done, build is resolved the same way, and then finally the regrouping phase is executed for everybody.

During the mobilize, technology and build phase, if a player does nothing really important he will be allowed to draw an additional event cards. Each phase description below will tell you when you are allowed to draw an extra event card.

Mobilize Phase

The mobilize phase allow players to move troops or invade enemy players. During the mobilize phase, the player move all his units first, and then he resolve battles when units of different factions occupy the same area. There are 2 types of movement a player can do:

- Planetary Movement: It consist in moving units from one territory to any other territory on the same planet.
- Inter-Planetary Movement: It consist in moving units to ONE territory on an adjacent planet. Units can come from different adjacent planets but they must end their movement at the same place. Of course, planets must be connected by transport and you cannot send more than the units limit of the target area +2.

Each player is allowed to make as many planetary movement has he want during his turn, but he can only make ONE inter-planetary movement. You make your planetary movements first then you make your inter-planetary movement.

Extra Event Card: If you do not perform any inter-planetary movement during your turn, you MUST draw an extra event card.

Technology Phase

The first thing you are allowed to do is research new technology which is done in order to upgrade a specific unit. Tech research always cost 1 mineral and 1 gas whatever the unit to upgrade. When the research is done, all units in play will use the new upgraded unit's stats. When you upgrade a unit, you place a token in the square to the right of the unit's stats. The gray indicates the new abilities or stats gained from the upgrade. Special abilities get added to the old ones, while splash damage values replace the old ones.

Some upgrades has a star behind their cost. This mean that there is a requirement to upgrade this unit. Each faction has a module that you must built first before being able to buy these upgrades. Also remember that you can only upgrade units you have unlocked. So even if you start the game with firebats, you cannot upgrade them until you are able to build firebats.

Then you **MUST** draw an event card.

Extra Event Cards: If a player has not performed any upgrades this turn, he **MUST** draw an extra event card.

Build Phase

The build phase allow players to build their units and improve their bases. The way resources are spent works exactly like the original rules. Players must build stuff in a specific order:

1. Build Unit (Requires a base): Players can build up to 3 military units per turn and as many transports or workers they want. The price to build a unit is indicated to the right of the unit's name. It's exactly the same as the original rules. Military units can only be placed in a friendly or empty territory on a planet where the player has a base. You cannot place units in an enemy territory. If a one of your base is occupied by the enemy, it cannot produce units.

You can only produce units you have unlocked. This is marked by placing a generic token on the square left to the unit. Archon have "Fusion" and Guardian have "Morph". Which mean that archon can be made by sacrificing 2 templar and paying 1 gas, while Guardians can be built by sacrificing a mutalisk and paying 1 gas. In order to do this, the Archon or Guardian unit must be unlocked. At the beginning of the game, everybody has Marine, Zergling and Zealot unlocked.

Also make sure that when you build, you do not place on an area more troops than what is allowed. You can always remove troops to replace them with new built troops. Check for unit limit at the end of this step. You can always exceed the limit by building high templar and then fusion them in archon on the same turn.

2. Unlock Unit (Require 1 base in play): Players can decide to improve his base to allow the production of new types of units. The player must at least have 1 base in play to do so. The cost is indicated in the square left to the unit is what must be paid in Mineral/Gas to get that unit.

Some units require other units to be built first, this is determined by the lines. For example, In order to unlock Wraith, you need to unlock Vultures first at the cost of 1 mineral/ 1 gas. When you unlock a unit, you place a generic token on the square left the unit stats which indicates that it is now available for production.

Some units have a circle or square behind them. This means you require something else to unlock this unit. For example, if you want to unlock Battle Cruiser you need the Wraith, but the cost has a circle so you cannot unlock it now. Science Facility is a module which unlocks all circle units. So if you have the Wraith and Science Facility, you can unlock Battle Cruiser. If the cost indicates "free" it means that as soon as you have the requirement, you don't need to unlock the unit to get it. For example, Science Vessels have a circle in cost but it's "free" and requires Wraith. So if you have a Wraith and Science Facility, you automatically get the Science Vessel since you meet the requirements.

Some units unlock other units. For example, High Templar has a "unlock Archon" written in its cost. This means that once you unlock High Templar, you immediately unlock Archon for free (2 unlock for the price of 1).

3. Build Module (Require 1 base in play): Players can decide to add one module to his base. The cost is indicated in the square right to the module's description. The player must at least have 1 base in play to do it. Some modules require other modules or units to be already built, this is indicated by the arrows. So for example, the Nuke module cannot be built if the Science Facility is not built. When you build a module, you place a generic token in the square besides the module's description.

4. Build Base (Require Unit): Players can build a base on a territory where he has a unit. A player can only have 1 base per planet, and he can build as many bases as he wants in the same turn. Base has a fixed cost of 2 Mineral like indicated behind the base token.

Extra Event Card: If a player only built military unit, workers or transport, that player MUST draw an extra event card.

Regrouping Phase

The regrouping phase consists of a series of steps that must be executed in a specific order:

1. Destroy Bases and Transports: Conditions to destroy bases and transports are the same than in the original rules. If you destroy 1 enemy base and you do not lose any of your bases, you gain 2 Conquest Points. Each base you destroy gives you 2 CP and each base you lose prevents you from gaining 2 CP. So if you destroy 3 bases and lose 1 base, you get 4 CP. Simply losing bases does not make you lose CP. Terran bases which have lift-off will only give you only 1 CP at the end of the battle.

2. Lose resource cards: See the original rules.

3. Gain resource cards: See the original rules.

4. Retrieve workers: See the original rules.

5. Harvest Hot Spots: Except for the first turn, players will be able to collect conquest point on hot spot planets. To do so, the player must have access to the resource card of the area where the tokens are. Then he must spend 1 worker in the “unavailable worker” section for each conquest point he wants to capture.

6. Gain Conquest Point : See the original rules.

7. Check end of game: When a player reach 30 or more Conquest points the game ends. The player with the most conquest points wins. If you wish, as an optional rule, you can make the game end sooner at 25 CP so that you can keep track of any exceeding score. In case of tie, check the original rules under "Winning the game" ->"Normal Victory".

8. Draw new hot spots: You will draw 1 or 2 planets according to the number of players. An area on this planets will receive tokens that can be harvested for conquest points. There is no hot spot on the first turn. Each planet will either receive 2 or 3 points. This is determined according to the number of players:

2 players: one 2 points area.

3 players: one 3 points area.

4 players: two 2 points area.

5 players: one 2 point area, one 3 point area.

6 players: two 3 point area.

So just draw 1 or 2 planet token from the cup. At this point, if you have drawn half or more than half of the planet's token, you reshuffle all the tokens in the cup except for the ones you have just drawn. (It makes sure you cannot pick the same planet 2 turns in a row)

For each draw planet, you must determine where to place the tokens. This is determined in the following priority order:

A- Area must have no base.

B- Area must not already have point tokens.

C- Area must have the lowest unit limit.

If a rule does not apply, ignore the rule. For example, if all the areas have a base, ignore rule A. If only 1 area does not have a base, but still have point tokens, ignore rule B. In case there are 2 or more areas that fulfill the rules above, share the points evenly on those area and any excess tokens are assigned randomly with a die.

9. Play event cards: Like in the original rules, play one of the event card drawn this turn and place the rest in the discard pile. The cards are played in clockwise order from the 1st player to the last. Each event cards has 2 effects according to the stage you are in. The game starts at stage

1 and will reach stage 2 when one player has 15 or more conquest points. If you are at stage I, read the stage 1 text. If you are stage II, read both text. Stage II is resolved first, but you are never forced to resolve both effects. You can resolve one or the other. When everybody played their cards, you can reshuffle the whole deck. If you printed multiple copies of the event cards, you might not need to reshuffle now.

10. Pass the first player token: See original rules.

Combat Resolution

The combat system now use dice. There is also no unit grouping anymore but in order to remember the die result of each unit, there will be a combat board called the battlefield where you can sort your units. In theory, combat are resolved simultaneously, but you will generally resolve them one player after another. It has no impact on the rules of the game because destroyed units still have a chance to reply. When a unit is destroyed, you turn it on the side or upside down but you leave it on the combat board.

There are also multiple rounds of battle. The battle always continue if both side want to continue the engagement. Any side can decide to retreat after a round of battle by following the procedure in the original rules. If a player's army consist only of assist units which cannot attack (Ghost and Arbiter can) that player MUST retreat.

There will be a chart called the battlefield. This chart allow you to place units on the top or on the bottom of it. This is the areas where the units will be placed in order to resolve the battles. Each race has 2 unique abilities which are written on the battlefield chart.

The combat seem somewhat complex, but if you follow each combat step and place correctly your troops in the right columns of the battle field, it should not be a problem. I could not have simplified more without changing the flavor that Star Craft gives to the game.

Unit Stats

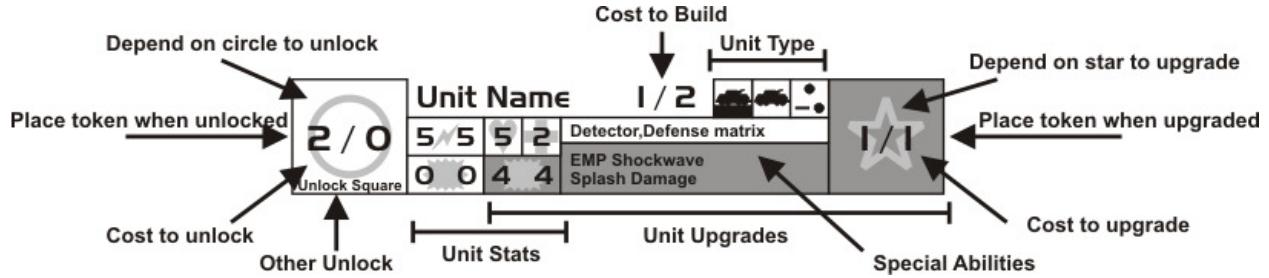
The units have a series of stats which are new to the game. A few information from the original rules has been kept:

- Cost in Crystal Mineral: Price to pay in Mineral
- Cost in Vespene Gas: Price to pay in gas
- Assist bonus (AS): it does not have the same meaning, it add splash damage if the unit fails it's roll.
- Type of unit: Ground or flying unit, easily seen on the miniature.

All the other stats below are almost entirely new.

- Ground Attack (GA): Attack strength which can target ground units.
- Flying Attack (FA): Attack strength which can target flying units.

- Ground Splash Damage (GS): Amount of splash damage which can target the ground units.
- Flying Splash Damage (FS): Amount of splash damage which can target the air units.
- Health (HT): This is the hit points of the unit.
- Special Abilities (Special): A special effect produced by the units. Some of them require upgrading the unit to be effective.
- Special types: Some special types of units are marked to help in the resolution of some special abilities. Right now a unit can either be Mechanical or Biological AND Melee or Missile attacks. Some units can have no special type.



As you can see, there are two types of damage, splash and normal damage. All normal damage and health has one of these values: 3, 5 and 7. In order for a normal attack to destroy a unit, its attack value must be able to equal or exceed the health value of a unit. Since there is a ground and flying attack value, you use the value matching the targeted unit's type. (for example, flying attack value if the target is a flying unit). Which means that some units will never be able to destroy some other units. For example: a marine will never be able to destroy an Ultralisk or a vulture will never be able to kill a flying unit. Splash damage from all sources are totalised together and then the opponent can distribute it to his units, so you never select the target of splash damage.

Combat Procedure

Here is the series of steps which must be followed to resolve a battle.

1-Roll Dice and place units on battlefield: For each unit which takes part of a battle, you will roll 1 die and place it on the battle field according to its result. A unit will hit by rolling 4 or more. If it is the case, place that unit in the "hit" column of the battlefield. If a unit fails its roll, place it in the "miss" column. There are some special Hit and miss columns. For example: "cloaking + hit". This means that if your unit has the cloaking ability and it hits, place it in this column.

Protoss has the "Advanced technology" special ability which allows them to hit on a 2 or more.

Special abilities generally given by assist units are always effective, there is no need to roll for these units unless they have attack capabilities (like Ghost and Arbiters). Units can be the target of a special ability, in that case, the unit is moved on the battlefield on the right column. For example, a unit can be the target of a Dark Swarm or a Defense Matrix and have hit or missed.

Observation: Observation is a special ability that will change the target number(TN) to hit your opponent. Observation can either be acquired With (comsat station, observatory or queen units). If you have observation and your opponent does not have it, his TN is increased by 1. Which mean that he hits on 5+ instead of 4+ (or 3+ if that player was protoss). If both players have or does not have observation, nothing changes to the battle.

Zerg have the “Hive mind” special ability which prevent their opponent from getting the benefit of observation. But it does not give them observation.

Always remember that the battle field is a tool to make combat resolution easier.

2-Resolve EMP Shockwave: The Science Vessel EMP shockwave has an important effect that can change the course of the battle. EMP shockwave will cancel cloaking and all the special abilities of friendly and enemy units assist units except other science vessels, it will disable the Protoss shield race ability and it will disable the splash damage attack of all assist units.

3-Cloaked units that hit surprise attack: All units with the cloaking ability that hit will ambush your opponent by striking first. Which mean that the casualties they perform will be removed at the end of this step. If the opponent has detector, there is no surprise attack. Else, each unit select an enemy unit to target, if it's attack value \geq the target's health, the unit is destroyed and placed on the side. When both players has perform their attack all casualties are removed. Cloaked units can be targeted and Terran players cannot repair units destroyed in this step and cloaked units that missed cannot withdraw. Surviving cloaked units that has attacked are placed in the “Done” column of the battlefield.

4-Assign First Splash Damage: Some units can perform splash damage attack before the battle start. In that case, the opponent distributes as he wants the splash damage on his units (See step “8- resolve splash damage” for more information).

5-Target enemy units to kill: All units that hit can target any enemy unit on the opponent's battlefield. The attack value must exceed or equal the target's unit's health to destroy it. Destroyed units are placed on the side or upside down in the column it was. Once a unit has targeted another unit, it is placed in the “Done” column. Continue the process with every unit that hit. You are not force to target a unit. For example, if your unit cannot kill any unit because it is not strong enough leave it there. If the targeted unit was in the “cloaked + miss” column and it can withdraw to an adjacent empty or friendly territory. Cloaked units that hit cannot withdraw.

6-Move units that does splash damage: Take units with a splash damage value and place them in the splash damage column. You can only take units that hit, so look in your “done” column or in the “hit” column. For example, fire bat could be took weak to target a unit, but if it hit, it can still perform splash damage. Some units has auto splash damage. Which mean that even if they do not hit, they perform splash damage.

7-Move units that hit and did not attack: If you still have units in the “hit” column that did not target any enemy, place it in the “miss” column. These units will now assist the rest of the battle.

8-Withdraw cloaked units that missed: If you have dead units in the “cloaked + miss” column, these units can withdraw to an adjacent empty or friendly area. If there is no area to retreat, you cannot retreat. These units does not add their assist value to the splash damage and it does not benefit the zerg swarm ability.

9-Resolve Splash Damage: The basic concept of splash damage is to add-up all the number together, give the total to your opponent and he will distribute the damage. You sum the splash damage of all units that perform splash damage, you add the assist value of all the units in the “miss” column and add the value of some modules like missile turrets. Then the opponent distribute the splash damage according to the following rules: If you can kill a unit, you must kill a unit. So for example: the defender has a 2 Zergling(HT 3) and an Ultralisk(HT 7). If he receive 8 points of damage to assign, he can either take it on one zergling, which leave 5 spare points. Since he can kill another zergling, he must kill the zergling. Or he can destroy his ultralisk, with 1 spare point which is lost. But he cannot distribute 2 damage on a zergling and 5 damage on the ultralisk and not lose any units.

Protoss has the “Shields” special ability which increase the health of all their units by 1 when applying splash damage. The shield battery module will make it increase by 2 instead. EMP Shockwave prevent protoss from using this ability but also reduce the base health of protoss units by 1 for any kind of attack. So for example zealots will have 4 HT. The only exception is the Archon which has health reduces to 2 instead making it killable by anybody.

Zerg has the “Swarm” Special ability this add 1 point of ground splash damage for every ground non-assist unit present in the battle which survived the first strike attacks.

Now what makes things more complicated is that there is flying and ground splash damage. Some units can perform ground or Flying OR Ground splash. So a carrier with 8/8 does not 16 splash damage points, it does 8 VS flying or ground. Units that missed can do flying splash damage if they have an attack value greater than 0 against flying unit. For example, marines can do 1 flying or ground splash but fire bats can only make 1 ground splash.

How do you resolve flying splash damage? First if your opponent does not have flying units, ignore flying splash damage. Else, totalize first all the flying splash damage you can do. Your opponent will distribute this flying splash damage between his flying units. When he is done, any spare splash damage points not assigned will become ground splash damage. So add these spare points to other the ground splash damage of other units. The opponent will assign this ground splash damage and any spare points are lost.

Most units does ground or flying ground splash damage. But some modules like missile turret does flying only splash damage. So this damage cannot target the ground. How do you calculate this? A missile turret does 4 flying splash, so if for example you killed wraith (HT 5) with this turret and other units, we assume that the points of the turret was applied first and then complemented by another unit. But if you only had a turret and could not kill a unit with only 4 points, these points are not transferred to the ground.

Example: You have a firebat, 2 marine, and missile turret, and you get attacked by a carrier and zealot. Fire bat hits, marine does not. Firebat cannot target the carrier and cannot kill the zealot, it moves to the splash damage section. First you calculate flying splash damage: missile turret 4, marine 2 (as assist) for a total of 6. Carriers has and HT of 8 (7+1 with shields) so it cannot die. Since missile turret only target flying units, 4 points is lost, but the 2 points from the marines are transferred as ground splash damage. So firebat makes 4 ground splash damage while marines add 2 points for a total of 6. Zealot has and HT of 6 (5 + 1 with shields), so the protoss player can kill his zealot.

10-Remove Casualties: All the units on the battle field which has been placed on the side or upside down are removed from the battle field.

Terran can spend place a worker in the unavailable worker section to repair a destroyed unit if that player has a base in the battle. Repaired units are not destroyed but they are out of battle in the "Repaired" column. Repaired units cannot fight but they can withdraw with the rest of the army. Only mechanical units can get repaired.

11-Attacker then defender can retreat: Now it's time do determine if you want to retreat. The attacker decide first and it's the defender to choose. If the attacker retreat look at the original rules when an attack fails. If the defender retreats, he must withdraw to an adjacent friendly or empty territory on the same planet. If nobody retreats, the battle continues, restart from step 1. If there is no friendly or empty area, the player cannot retreat.

Terran players can lift-off his base while retreating. It allows him to withdraw their base with the rest of their army in an adjacent territory according to the original retreat rules. In order to lift-off, that player must still have units on the battlefield(repaired units counts). If the player has no units, the base is destroyed. The attacker gains 1 conquest point when he wins a battle where the player lift-off.

Assist Units

Assist units are units marked with the “Assist” Special ability. These units workers a bit differently. Most of them have special abilities and some of them can perform splash damage which counts as a special ability before it was originally a special ability converted as damage.

These units does not need to roll any die unless they have an attack value (This is the case for ghost and Arbiters). Else splash damage always works. Assist units are the only units which does not apply their splash damage when an EMP shockwave is active in the battle.

Other Rules

Force Mining

Force mining works a bit differently. The cards are depleted the same way as the original but force mining doubles the amount of resource on the area until the end of the turn instead of just giving 1 extra resource.

Optional Rules and Variations

Weaker Events: If you find the event cards too powerfull, during stage II, you do not resolve both effect, only the stage II effect.

Catch up event cards: If you want to use event cards as a catch up mechanic. The players in first place on the conquest points track play 1 event card as the usual. All other players can play 2 cards. The last player, draw and additional event and can play 3 cards. If multiple players share the first or last place, they all get the benefits.

25 Point Game: You can make the game end at 25 points instead of 30 points either to make the game end faster and make sure you have some space to keep track of any score exceeding 25 points.

Short Game, 20 Points game: Stage II starts at 10 points and the game ends at 20 points.

Slow Hot Spot Harvest: Each hot spot can be harvested once per turn.

Data and Information

Race Special Abilities

These are the special abilities specific to races. Some changes still need to be done.

Zerg

- **Swarm:** When attacking, every unit that hit or missed will add 1 additional ground splash damage to the battle. It only applies to ground non-assist units which survived the first strike attacks.
- **Hive Mind:** Cancel any bonus the enemy receives for having the observation ability.

Terran

- **Repair Units:** Terran can place a worker in the unavailable worker section to repair a destroyed unit if that player has a base in the battle and if it was not destroyed by a cloaking surprise attack. Repaired units are placed in the "Repaired" column. Repaired units cannot fight but they can withdraw with the rest of the army. Only mechanical units can get repaired.
- **Lift-off:** Terran players can lift-off their building while retreating. It allows them to withdraw their base in an adjacent territory according to the original retreat rules. In order to lift-off, that player must still have units on the battlefield (repaired units is OK), if the player has no units, the base is destroyed. Attacker wins 1 conquest points for this victory.

Protoss

- **Advanced Technology:** Protoss can hit their target by rolling 2 or more.
- **Shields:** Protoss increase the health of all their units by 1 when applying splash damage since they are shielded units. Shield battery upgrade will give an extra +1 health against splash damage. Using EMP shockwave prevent protoss units from using this ability. But Also the health of all units is reduced by 1 (ex:zealot 4HT) while Archon's health are reduced to 2.

Starting units

All factions of the same race start with the same unit configuration at the beginning of the game. Factions also start with a base and unlock their first unit.

Terran: 7 Workers, 1 transport, 2 Fire Bats, 3 Marines

Zerg: 7 Workers, 1 transport, 2 Hydralisk, 3 Zergling

Protoss: 7 Workers, 1 transport, 1 Dragoon, 2 Zealot

Unit stats

	GA	FA	HT	GS	FS	AS	Special
Marine	3	3	3	0	0	1	
Firebat	3	0	3	4	0	1	Splash Damage
Ghost	3	3	3	0	0	1	Nuke
Vulture	5	0	3	0	0	1	
Goliath	3	5	5	0	0	1	
Siege Tank	7	0	5	0	0	2	
Wraith	3	5	5	0	0	1	
Science Vessel	0	0	7	0	0	0	Detector, Defense Matrix, assist
Battlecruiser	7	7	7	0	0	2	
Zergling	3	0	3	0	0	1	
Hydralisk	3	5	3	0	0	1	
Ultralisk	5	0	7	0	0	2	
Queen	0	0	5	0	0	0	Observation, Assist
Defiler	0	0	3	0	0	0	Dark Swarm
Scourge	0	X	3	0	0	0	Sacrifice
Mutalisk	3	3	5	4	0	1	Splash Damage
Guardian	7	0	5	0	0	2	Guardian Aspect
Zealot	3	0	5	0	0	1	
Dragoon	5	5	5	0	0	1	
High Templar	0	0	3	0	0	0	Summon Archon
Archon	7	7	3	4	4	2	
Reaver	0	0	5	8	0	2	Auto Splash Damage
Scout	3	7	5	0	0	1	
Arbiter	3	3	7	0	0	1	Cloaking Field
Carrier	0	0	7	8	8	2	Auto Splash Damage

Unit Attack Abilities

These abilities cannot be affected by the EMP Shockwave unless it's an assist unit. These are generally upgraded unit effects or special way to apply splash damage.

Assist: This unit is an assist unit. It cannot start a battle and it does not need to roll unless it has an attack value.

Attack or Defense: Different effects when attacking or defending.

Auto Hit: You do not need to roll a die, it always hit.

Auto Splash Damage: Perform splash damage attack even if it does not hit.

Double Strike: Roll 2 dice for that unit. If both dice hit, you can target and kill 2 units. Does not change anything to assist bonus or splash damage.

First Splash Damage: Perform splash damage attack before the start fo the battle.

Sacrifice: When this unit target an enemy, it dies.

Splash Damage : Perform splash damage attack.

Trample: If this unit hit, it can kill an additional unit.

VS Mechanical/biological: Can only target a specific type of units. If it's splash damage, try to resolve this damage first.

Transport using the Starcraft Hexmap variant

If you are playing another of my variant where the map is made of hex instead of planets, the transport units are not available at the start of the game for all races. Below, I indicate which unit must be unlocked in order to start building transports. You do not start with a transport unit.

Terran (dropship): Requires wraith

Zerg (overlord): Requires nothing

Protoss (Shuttle): Requires Reaver

Unit Upgrades

	GS	FS	Special
Marine	0	0	Double Strike
Firebat	4	0	Double Strike
Ghost	0	0	Cloaking, Lockdown
Vulture	4	0	Auto Splash Damage
Goliath	0	0	Double Strike
Siege Tank	6	0	Def: First Splash, Att: Splash Damage
Wraith	0	0	Cloaking
Science Vessel	4	4	EMP Shockwave, Splash Damage vs biological
Battlecruiser	0	0	Auto Hit
Zergling	0	0	Cloaking
Hydralisk	0	0	Cloaking
Ultralisk	0	0	Trample
Queen	4	0	Auto Splash Damage, Detector, Ensnare
Defiler	4	4	Cloaking, consume, detector splash damage.
Mutalisk	4	0	Double Strike
Guardian	6	0	Def: First Splash, Att: Splash Damage
Zealot	0	0	Double Strike
Dragoon	0	0	Double Strike
High Templar	4	4	Detector, Splash Damage, Hallucination
Archon	8	8	
Reaver	12	0	
Scout	0	0	Double Strike
Arbiter	0	0	Stasis Field, Recall
Carrier	12	12	

Unit Special Abilities

This is the description of the special abilities found in the unit stats. Most of these abilities are affected by EMP Shockwave.

Cloaking: Units that hit can attack first and remove the casualties before the enemy can reply. Units that missed can withdraw if they are being targeted by the enemy (so they will not add their assist to splash damage). But they cannot withdraw if killed by splash damage.

Cloaking Field: All your units in on the battlefield, except the arbiter, gain cloaking.

Consume: Destroy 1 worker to perform a second time the Dark Swarm ability and double the splash damage performed.

Dark Swarm: One unit in the battlefield cannot be targeted by range attack units. Do not place the unit in the “Done” column to remember that it is under the dark swarm effect.

Defense Matrix: One unit in the battlefield is placed in the defense matrix column. This unit get an extra 3 health for this battle round. Do not place the unit in the “Done” column to remember that it is under the defense matrix effect.

Detector: A unit with detector cancel all enemy cloaking abilities in the battle.

EMP Shockwave: Cancel cloaking all special and attack abilities of assist units on the battlefield. All shielded units have their health reduced by 1, cannot use extra splash damage protection and cannot benefit from the shield batteries. Archon reduce it's health to 2. Science vessels are immune to this effect.

Ensnare: Gain Detector, and all enemy units get -2 health during the targeting step of battle.

Guardian Aspect: You can pay 1 vespene gas to change a mutalisk in a guardian. Building a guardian count in the unit build limit and the guardian unit must be available.

Hallucination: Select a unit in the battlefield and place it in the hallucination column. That unit must be attacked twice before being destroyed. Unit can be destroyed twice by combining normal attack and splash damage attack. So when it get killed once, place it in the regular hit or miss column, then the second time, destroy the unit. Do not place the unit in the “Done” column to remember that it is under the hallucination effect.

Lockdown: Select a mechanical type unit in the enemy battlefield and place it in the inactive column of his battlefield.

Nuke: If you have a base on the planet and you have a ghost that hits in the battle, you launch a nuke which does 12 Ground/Flying Splash Damage. Each base can fire a maximum 1 nuke per game turn.

Observation: If you have observation and your opponent does not, he raise the target number to hit by 1. Which mean he hit on a roll of 5+ or 3+ if he is protoss.

Recall: Before the targeting step, you can withdraw all the units on the battlefield to a territory where there is an arbiter. So the arbiter does not need to be in the battle.

Stasis Field: Select a unit on your opponent's battle field and place it in the inactive column of his battlefield.

Summon Archon: You can sacrifice 2 high templar on the same planet and pay 1 gas to create an archon. Building an archon count in the unit build limit.

Modules

Terran

Supply depot (2/0): Increase the unit build limit to 5.

Bunker (2/0): When defending a base, Infantry gain +1 health against normal range attack and splash damage.

Comsat Station (1/1): Gain detector and observation on planets where there is a base.

Engineering Bay (2/0): Unlock for purchase all upgrades marked with a star in their cost.

Missile Turret (2/0): When defending a base, gain detector and add 4 flying splash damage.

Science Facility (1/1): Unlock for purchase all unit types marked with a circle in their cost.

Nuke (1/1): If you have a base on the planet, ghost can use the nuke ability but only once per planet.

Zerg

Sunken Colony (2/0): When defending a base, you add 4 points of ground splash damage.

Evolution Chamber (2/0): Unlock for purchase all upgrades marked with a Star in their cost.

Spore Colony (2/0): When defending a base, you gain detector and add 4 flying splash damage

Lair (1/1): Increase the unit build limit to 5 and unlock for purchase all unit types marked with a circle in their cost.

Hive(1/1): Increase the unit build limit to 7 and unlock for purchase all unit types marked with a Square in their cost.

Nydus Canal (2/0): When defending a base, any units on the same planet can move on that base before the battle. Ignore unit limit.

Protoss

Pylon (2/0): Increase the unit build limit to 5

Forge (2/0): Unlock for purchase all upgrades marked with a Star in their cost.

Photon Cannon (2/0): When defending a base, gain detector and add 4 Ground/flying splash damage.

Shield battery (2/0): When defending a base, negate 4 points of splash damage. EMP shockwave cancel this ability.

Observatory (1/1): Gain observation and detector in all battles.

New Event Cards

This is the list of new event cards. You should have 36 cards since you printed twice the document.

Stellar Maelstrom

Stage 1: All transports in a navigation route of your choice are destroyed.

Stage 2: Transports of your choice in a navigation route of your choice are destroyed.

Technological Advance

Stage 1: Purchase an upgrade of your choice at a discount of 1 resource.

Stage 2: Receive an upgrade of your choice for free.

Base Construction

Stage 1: Build a base at a discount of 1 resource OR move a base to an empty or friendly territory on the same planet.

Stage 2: Receive a base for free that can be placed anywhere on the board.

Brilliant Engineering

Stage 1: Purchase a module of your choice at a discount of 1 resource.

Stage 2: Receive a module of your choice for free.

Base Development

Stage 1: Unlock a unit of your choice at a discount of 1 resource.

Stage 2: Unlock a unit of your choice for free.

Material Shortage

Stage 1: A undepleted resource area of your choice will become partially depleted.

Stage 2: A partially depleted resource area of your choice will become depleted OR an undepleted resource area will become partially depleted.

Rich Vein

Stage 1: A partially depleted resource area of your choice now becomes undepleted.

Stage 2: A depleted resource area of your choice now becomes partially depleted OR a partially depleted resource area now becomes undepleted

Reinforcement

Place these free units in one friendly or empty area

Stage 1: Terran: 2 Marines, Zerg: 2 Zergling, Protoss: 1 Zealot

Stage 2: Terran: 2 Firebat, Zerg: 2 Hydralisk, Protoss: 2 Zealot

Air Support

Place these free units in an area with a base.

Stage 1: Terran : 1 Wraith, Zerg: 1 Mutalisk, Protoss: 1 Scout

Stage 2: Terran: 1 Battlecruiser, Zerg: 1 Guardian, 1 scourge, Protoss: 1 Carrier

Logistic

Stage 1: Build up to 2 transport or workers and receive 1 free resource to build them.

Stage 2: Build up to 4 transport or workers and receive 2 free resource to build them.

Progressive Strategy

This event cards is played for free.1 strategy per turn

Stage 1: Draw the top card of the event deck and play it for free.

Stage 2: Take an event card from your hand and play it for free.

Versatile Strategy

This event cards is played for free.1 strategy per turn

Stage 1: Draw 2 cards from the event deck.

Stage 2: Draw 4 cards from the event deck.

Create Wonder

Stage 1: Spend 1 crystal mineral and 1 vespene gas to gain 1 conquest point.

Stage 2: Gain 1 conquest point.

Volcanic Eruption

Select an area of your choice. Destroy one unit of your choice with a health equal or lower than value indicated below. (You cannot pick the same planet twice)

Stage 1: Destroy a 5 health unit.

Stage 2: Destroy a 7 health unit and destroy any base on that area.

Energy Storm

Select a planet of your choice. Each area will lose a unit of the defender's choice. (You cannot pick twice the same planet.)

Stage 1: Destroy a 3 health unit

Stage 2: Destroy a 5 health unit, Destroy all transports around this planet.

Prototype Unit

Place this free unit in one friendly or empty area.

Stage 1: Terran Science vessel, Zerg: Defiler, Protoss: Arbiter

Stage 2: Terran: Siege Tank, Zerg: Ultralisk, Protoss: Reaver

Urgent Mobilization

Stage 1: Perform an inter-planetary movement to a friendly area or empty area.

Stage 2: Perform an inter-planetary movement to any area, if there is and enemy start a battle.

Emergency Production

Stage 1: Build military units (exclude transports/workers) up to your build limit and you receive 1 free resource of your choice.

Stage 2: Build military units (exclude transports/workers) up to your build limit and you receive 2 free resource of your choice.