STARCRAFT: TACTICAL MINIATURES COMBAT

Second Edition Core Rulebook, Special 1KM1KT Edition by Crushpop Productions

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Starcraft: Tactical Miniatures Combat, Second Edition was created by Neuicon.

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Introduction

Welcome to the second edition of Starcraft: Tactical Miniatures Combat! This has been a long time in the making, but it has finally come to pass, and we're excited about the final release of this new second edition!

This newly updated version of the game moves onward in the Starcraft storyline and now contains all of the units found in *Starcraft II: Wings of Liberty* and still uses the very easy to understand d20 rules system, so if you play or know how to play a typical d20 role playing game or the Dungeons & Dragons or even Star Wars miniatures games, then you know how to play Starcraft: Tactical Miniatures Combat.

Updated changes make this system much easier to play, making it even simpler than the original first edition, so think of how quickly you'll be able to lay waste to your enemy's opposing force on the battlefield!

Thanks for trying out this latest update in the game and we hope you enjoy this new work and have fun playing it on a tabletop.

Most Excellent Regards! – Neuicon

Getting Started

Playing the game is really easy to do, but in order to get into the action you'll need a few things to get the game started.

The following items will be needed to play a standard game:

- Core Rules
- Several D20 (twenty-sided dice)
- Playing Area (standard games should be played on a 4' x 4' tabletop)
- Tape Measure (used to measure distances in the game)
- Miniatures (used to represent the units on the battlefield)
- Terrain (buildings, trees or whatever else you can use to represent terrain on the battlefield)

These rules aim to be basic enough for players to pick up very quickly. Find yourself some miniatures to represent your team and prepare for a quick and dirty bloodbath. Be sure to have several six-sided dice ready at all times.

Unit Attributes

Let's take a look at an example Marine unit from the Terran force list:

Marine, 13 pts

AT	DF	DM	HP
8	14	20	20

Equipment:

C 14 Gauss Rifle (Range 24), Stimpack (May heal 10 HP instead of making an attack)

Special:

Assault! (+4 to AT when at least 3 Marines are within 6 inches of this Marine)

Now, let's cover a unit's attributes, which make them different from other units:

AT / Attack

A unit's ATK attribute tells you how well a unit performs in both melee and ranged combat.

DF / Defense

The DEF attribute of a unit will tell you just how well a unit is at sustaining attacks.

DM / Damage

The DMG attribute of a unit lets you know how powerful a unit is when attacking and dealing damage to enemy targets.

HP / Health Points

This attribute tells you how long a unit can survive oncoming attacks before dying.

Units also have point values which are used when constructing your teams. This information is listed in the same line as a unit's name.

In this game, units represent a single soldier, vehicle or flyer; teams are a group of units which make up a player's fighting force.

Units are also not forced to stay within any distance of one another; this means they can move freely around the battlefield. This makes the game fast and skirmish-based.

Getting Started

Let's now cover the rules of the game, including everything from issuing orders to your units, attacking, finding cover and more!

When both players have constructed their forces (detailed later), they will need to find a tabletop to play on. In this game, standard games are played on a 4' x 4' table.

Both players will roll 1D20; the player with the highest score (Player 1) will place all of his or her units within 6 inches of his or her own table edge. In this game, the winner of the roll MUST deploy his or her team first.

After the winner places all of their units on the table, the loser of the roll (Player 2) now deploys his or her team on the table.

When both players have finished placing their teams on the table, the game begins! Gather up

all of your dice and prepare to drop the hammer of death and destruction on your enemy!

Both players should construct teams of an equal value, such as 100, 200 or even 300 points. You can find more information on constructing teams later in this book.

Player 1 is considered the ATTACKER while Player 2 is considered the DEFENDER.

Phases of a Turn

Beginning with Player 1, the game will shift back and forth between both players until there is only one team left standing.

Let's take a look at the phases that make a game turn:

Attacker Phase

In this phase, Player 1 activates all of his or her team's units one after the other.

Defender Phase

In this phase, Player 2 activates all of his or her team's units one after the other.

Both players will complete both phases before completing a game turn. The game is over at the end of turn 5 or if all of the units on a player's team are destroyed (whichever comes first). If the game reaches turn 5, then the winner is the player with the most units on the battlefield.

Activating Units

When you take part in your phase of a game turn, you will activate units in your team one at

a time. Let's check out what you can do when activating a unit on your team:

Available Option	Action
1	Stand Fast
2	Double Time
3	Move and Shoot

When you activate a unit, they can take one of two actions. Once you complete all of the steps in a unit's action, you may activate another unit until all of the units on your team have been activated. Once a team is totally finished activating and taking actions, the next player will take his phase in the turn and activate the units in his or her team.

Stand Fast

When you give this action to a unit, it will do nothing on its turn, but it will gain a +4 modifier to its DF until its next activation (cover can stack this modifier to a +8).

Double Time

When a unit takes this action, it is allowed to move up to a total of 12 inches. If the unit comes into base contact with an enemy unit, then it may make a free melee attack immediately after it finishing its movement. The unit that moved into contact gains a +2 modifier to it's AT until its next activation.

Move and Shoot

Giving this action to a unit allows a unit to move and shoot, shoot and move or simply move up

to a total of 6 inches. Units can also simply make an attack and not move. When moving and shooting, the base distance the unit can move is still 6 inches. So, the unit can move up to a total of 6 inches then attack or attack then move up to a total of 6 inches. The attack can be ranged or melee (getting into melee from this action does not grant a bonus), units already in base contact with enemies can move out of this contact, but suffer an immediate free attack by the opposing unit. If the unit moving out of base contact survives the free attack, it can continue moving out of base contact with its enemy in any direction.

Terrain

When moving through hindering or rough terrain, every inch of movement is considered 2 inches instead.

Units cannot move through impassable terrain unless they are considered *Flyers*.

Cover

When a unit is obscured by cover (behind some sort of terrain objects), it gains a +4 modifier to its DF. This means if a unit's DF is 16 and it is behind a large group of barrels, its DF is now a

20 due to being behind such cover. Be sure to discuss with your opponent what terrain elements on the battlefield are considered hindering, rough and cover.

Attacking

At last, we're going to get into the meaty chunk of this game: combat! Let's discuss how attacks are made and the proper way to get your opponent's units utterly destroyed.

Ranged Attacks

When you elect a unit to make a ranged attack, declare the action, THEN check to see if its weapon is within range of the attack (you are not allowed to measure attack ranges before making a ranged attack).

If a unit is within range, simply roll 1D20 and add the AT of the attacking unit; if the result equals or exceeds the DF of the target, the attack hits. If an attack hits, the target struck loses an amount of HP equal to the DM of the attacking unit.

Example: A Terran Marine shoots at a Protoss Zealot. A Gauss Rifle's range is 24 inches; the Zealot is 18 inches away, so the shot can be made. The Zealot has a DF of 14, but it is in cover, making his total DF 18. The Marine has an AT of 8 and its controlling player rolls 1D20,

scoring a 14. The 14 added to its AR of 8 gives the Marine a total attack of 22, hitting the Zealot. The Marine deals 20 damage which is then removed from the total HP of the Zealot, which is 40, but now is 20 after the damage is done to the Zealot.

Melee Attacks

Attacking a unit in melee is just like attacking in ranged combat. In order to make a melee attack, the attacking unit must be in base contact (both units' bases must be touching in order to establish base contact).

If a unit is base contact with an enemy unit, simply roll 1D20 and add the AT of the attacking unit; if the result equals or exceeds the DF of the target, the attack hits. If an attack hits, the target struck loses an amount of HP equal to the DM of the attacking unit.

If the attack is made as a result of a *Double Time* action, then the attacking unit gains a +2 to it's AT and lasts until its next turn.

Removing Casualties

Units that are killed are removed from the table immediately.

Building a Team

Building your team is quite simple and the power of the team depends on how well you mix and match units in the team.

When building a team, remember that you cannot mix units from any factions in any one team, so teams can only be made up of units from one while faction; either the Terrans, the

Protoss or the Zerg. When a unit contains the keyword *Unique*, then a team can only carry one unit with its name (it is alright for both sides to carry the same unit, so long as they do not carry multiples of that unit).

Before starting the game, both players will determine a point value for the game; 100, 200 or 300 points (for large battles). Gather up units and total this value to create your team.

Winning the Game

The game ends at the end of turn 5 or when a team is totally wiped out (all of the units in that team are destroyed). If the game comes to the end of turn 5, then the winner is the player with the most units on the battlefield.

Advanced Victory Condition

If you wish, you can change the rules of battle to again, the end of turn 5, however, in this scenario, both players at the end of the game count up the total cost of all the units remaining in their team; the winner is the player with the most value in points remaining.

Combat Missions

We've gathered a few missions both players can try out for a more tactical game. You can choose one from the following.

Annihilation!

In this scenario, both players can deploy their forces within 10 inches of their own table edge when setting up for a game.

All units deal double their normal damage (if a unit deals 10 damage normally, it now deals 20,

for example). The game ends at the end of turn 4 or when a team is wiped out. At the end of turn 4, count up the total point value of each remaining force; the winner is the player with the most points remaining.

Shattering Winds!

The teams face off on a desolate surface utterly smashed by shattering winds.

All movement is doubled and weapon ranges are halved. Both players will deploy their teams within 8 inches of their own table edge.

The game ends at the end of turn 5 or when a team is wiped out. At the end of turn 5, count up the total point value of each remaining force; the winner is the player with the most points remaining.

Invasion!

One player sends his forces on the attack and the other tries to fend off as much as possible trying to survive the coming onslaught until

reinforcements arrive. This combat mission will be played with a set number of team values.

Before playing this mission, both players will roll 1D20 to determine the ATTACKER and the DEFENDER. The ATTACKER will build his or her team at a total of 200 points and the DEFENDER will build his or her team at a total of 115 points, giving the at ATTACKER all the advantage against his foe.

The ATTACKER then deploys his team within 15 inches of his or her own table edge. The DEFENDER will deploy his or her team within 6 inches of his or her own table edge.

The DEFENDER must survive with at least one remaining unit until the end of turn 6 in order to win the game; any other end of game result ends in a victory for the ATTACKER.

Also, all damage done by the DEFENDER is doubled (damage that would deal 10 by a unit, for example would now deal 20). The end of the game means reinforcements arrive to aid the DEFENDER and help fend off the enemy.

If both players want to select a random mission, consult the following chart:

1D20 Roll	Combat Mission
1	Standard Game
2, 3	Annihilation!
4, 5	Shattering Winds!
6	Invasion!

You can also create your own scenarios, constantly adding and changing the way the game is played. So have at it, soldier!

Optional Rules

Here are a few optional rules you can use to make your games different.

Wrecked Vehicles

When a vehicle is destroyed (vehicles will have vehicle listed in its notes), it becomes impassable terrain and offers cover to anyone using it as such. Using this rule allows vehicles that are destroyed to remain in the game but now become part of the game's terrain.

Range Restrictions and Line of Sight

You can also play this game without the use of a weapon's range. When making ranged attacks, all you need to do is be able to draw line of sight to a unit and shoot at it. Cover modifiers can still apply to this, however.

Force Lists

In the Starcraft universe, 3 factions are battling for the preservation of their race. The Terrans, Protoss and Zerg all make formidable forces; it's up to you as to their future as dictated by your victories.

The following force lists will provide you with everything you need to field a team of any given faction, use these pages as reference.

Faction: Terran

Dominate the battlefield with superior firepower.

SCV, 13 pts

AT	DF	DM	HP
7	15	20	40

Equipment: Fusion Cutter (Melee Only)

Special: Quick (This unit can move up to 18 inches when given a Double Time action)

Marine, 13 pts

AT	DF	DM	HP
8	14	20	20

Equipment: C 14 Gauss Rifle (Range 24), Stimpack (May heal 10 HP instead of making an attack)

Special: Assault! (+4 to AT when at least 3 Marines are within 6 inches of this Marine)

Marauder, 23 pts

AT	DF	DM	HP
8	14	20	20

Equipment: Punisher Grenades (Range 30), Stimpack (May heal 10 HP instead of making an attack)

Special: Quad Action! (On its turn, this unit can make 3 extra attacks if it does not move)

Reaper, 20 pts

AT	DF	DM	HP
9	18	30	50

Equipment: P 45 Gauss Pistols (Range 12), Nitro Packs (Base Movement of 8 inches)

Special: Double Attack (On its turn, this unit can make 1 extra attack if it does not move)

Ghost, 24 pts

AT	DF	DM	HP
9	18	20	50

Equipment: C 10 Canister Rifle (Range 36), Personal Cloaking (When in cover, this unit gains a modifier of +5 to its DF, not +4)

Special: Double Attack (On its turn, this unit can make 1 extra attack if it does not move), Sniper Round (On this unit's turn, if it doesn't move it gains a bonus of +10 DM)

Hellion, 24 pts

AT	DF	DM	HP
10	16	30	80

Equipment: Infernal Flamethrower (Range 18), Infernal Pre-igniter (This unit deals +10 damage to any non-vehicle or non-flyer units)

Special: Vehicle (Base Movement of 10 inches)

Siege Tank, 52 pts

AT	DF	DM	HP
11	20	20	140

Equipment: 90mm Cannons (Range 28)

Special: Vehicle (Base Movement of 10 inches), Quad Action! (On its turn, this unit can make 3 extra attacks if it does not move), Armor 10 (When hit by melee or ranged attacks, damage done to this unit is reduced by 10)

Thor, 23 pts

AT	DF	DM	HP
8	14	20	80

Equipment: Javelin Missile Launchers (Range 18), Thor's Hammer (Melee Only and grants this unit the Double Attack ability when in melee), Terran Vehicle Plating (When this unit takes damage, it reduces the damage dealt by 10 on a successful d20 roll of 11 or greater)

Special: Vehicle (Base Movement of 10 inches), Double Attack (On its turn, this unit can make 1 extra attack if it does not move; this ability is usable in melee only)

Viking, 46 pts

AT	DF	DM	HP
8	16	30	130

Equipment: Lanzer Torpedoes (Range 30), Terran Ship Plating (When this unit takes damage, it reduces the damage dealt by 10 on a successful D20 roll of 11 or greater)

Special: Flyer (This unit may ignore terrain and line of sight restrictions and has a Base Movement of 10 inches), Double Attack (On its turn, this unit can make 1 extra attack if it does not move)

Medivac, 16 pts

AT	DF	DM	HP
0	18	0	50

Equipment: Terran Ship Plating (When this unit takes damage, it reduces the damage dealt by 10 on a successful D20 roll of 11 or greater)

Special: Flyer (This unit may ignore terrain and line of sight restrictions and has a Base Movement of 10 inches), Transport (This unit can transport up to 4 non-vehicle or non-flyer units who end their movement in base contact with this unit. Remove those allied units from the game; they then move simultaneously with this unit, have cover and are considered in base contact with this unit. They can make attacks, counting ranges from this unit. A transported unit can return to the battlefield immediately before your first activation of a game turn. If this unit is destroyed, all units being transported must roll 1D20 and score an 8 or better, otherwise they are killed), Heal (When this unit is in base contact with a friendly unit, it can use its attack action to heal the unit 10 points of HP; this total cannot go over its base HP value.)

Raven, 26 pts

AT	DF	DM	HP
7	17	20	60

Equipment: Seeker Missiles (Range 18)

Special: Flyer (This unit may ignore terrain and line of sight restrictions and has a Base Movement of 10 inches), Acceleration! (This unit can move up to 24 inches on a Double Time action)

Banshee, 36 pts

AT	DF	DM	HP
8	13	30	60

Equipment: Backlash Rockets (Range 24), Terran Ship Plating (When this unit takes damage, it reduces the damage dealt by 10 on a successful D20 roll of 11 or greater)

Special: Flyer (This unit may ignore terrain and line of sight restrictions and has a Base Movement of 10 inches), Armor 10 (When hit by melee or ranged attacks, damage done to this unit is reduced by 10), Backlash Rocket Barrage 40 (Instead of making its normal attack or attacks, this unit can target an enemy within line of sight. The target and all units within 6 inches of the target take 40 damage. Each unit can avoid the damage with a save of 11. Using this ability is not considered an attack and does not require an attack roll.)

Battlecruiser, 42 pts

AT	DF	DM	HP
10	16	30	80

Equipment: ATS Laser Battery (Range 40), Terran Ship Plating (When this unit takes damage, it reduces the damage dealt by 10 on a successful D20 roll of 11 or greater)

Special: Flyer (This unit may ignore terrain and line of sight restrictions and has a Base Movement of 10 inches), Acceleration! (This unit can move up to 24 inches on a Double Time action), Armor 10 (When hit by melee or ranged attacks, damage done to this unit is reduced by 10), Double Attack (On its turn, this unit can make 1 extra attack if it does not move)

Annihilate your enemies with psionic powers and advanced technologies.

Probe, 5 pts

AT	DF	DM	HP
5	13	10	10

Equipment: Particle Beam (Range 12)

Special: None.

Zealot, 10 pts

AT	DF	DM	HP
7	14	20	40

Equipment: Psi Blades (Melee Only), Protoss Shields (When in cover, this unit gains a modifier of +5 to its DF, not +4)

Special: Charging Attack! (This unit can move up to 18 inches on a Double Time action)

Stalker, 8 pts

AT	DF	DM	HP
3	13	10	10

Equipment: Particle Disruptors (Range 12)

Special: For Aiur! (+10 damage in both melee and ranged attacks against any Terran units)

Sentry, 11 pts

AT	DF	DM	HP
4	15	20	40

Equipment: Disruption Beam (Range 60)

Special: Emplaced (this unit, once deployed may never move; it is stationary)

Immortal, 17 pts

AT	DF	DM	HP
7	16	10	30

Equipment: Phase Disruptors (Range 18)

Special: Firepower! (+10 to DM when at least 3 Immortals are within 6 inches of this Immortal), Double Attack (On its turn, this unit can make 1 extra attack if it does not move)

Colossus, 18 pts

AT	DF	DM	HP
11	18	20	40

Equipment: Thermal Lance (Range 10)

Special: Double Attack (On its turn, this unit can make 1 extra attack if it does not move)

Phoenix, 38 pts

AT	DF	DM	HP
9	15	20	90

Equipment: Ion Cannons (Range 32), Protoss Air Armor (When this unit takes damage, it reduces the damage dealt by 10 on a successful D20 roll of 11 or greater)

Special: Flyer (This unit may ignore terrain and line of sight restrictions and has a Base Movement of 10 inches), Double Attack (On its turn, this unit can make 1 extra attack if it does not move)

Void Ray, 30 pts

AT	DF	DM	HP
6	16	20	100

Equipment: Prismatic Beam (Range 28), Protoss Air Armor (When this unit takes damage, it reduces the damage dealt by 10 on a successful D20 roll of 11 or greater)

Special: Flyer (This unit may ignore terrain and line of sight restrictions and has a Base Movement of 10 inches), Double Attack (On its turn, this unit can make 1 extra attack if it does not move)

High Templar, 22 pts

AT	DF	DM	HP
8	16	10	60

Equipment: Basic Attack (Melee Only), Protoss Ground Armor (When this unit takes damage, it reduces the damage dealt by 10 on a successful D20 roll of 11 or greater)

Special: Double Attack (On its turn, this unit can make 1 extra attack if it does not move), Calculated Attack (this unit gains +4 AT and +20 DM when attacking an enemy unit that has not been activated this turn), Psionic Storm (Replaces attack; target an area on the battlefield up to 12 inches; a psionic storm is activated and is 4 inches wide in diameter; any units currently inside or happen to walk through or into the psionic storm immediately take 10 damage; units hit may roll 1D20 and do not take damage on the result of a 13 or better; this diameter remains on the battlefield for the rest of the game)

Dark Templar, 26 pts

AT	DF	DM	HP
9	17	20	70

Equipment: Warp Blades (Melee Only; +20 DM against Zerg units), Protoss Ground Armor (When this unit takes damage, it reduces the damage dealt by 10 on a successful D20 roll of 11 or greater)

Special: Double Attack (On its turn, this unit can make 1 extra attack if it does not move)

Archon, 32 pts

AT	DF	DM	HP
13	19	20	120

Equipment: Psionic Shockwave (Range 12)

Special: Double Attack (On its turn, this unit can make 1 extra attack if it does not move), Burst! (Replaces attack; a unit using this ability may deal 10 damage to all enemy units within 6 inches. Line of sight is not required with this ability.)

Carrier, 42 pts

AT	DF	DM	HP
10	16	20	80

Equipment: Basic Missiles (Range 18), Protoss Air Armor (When this unit takes damage, it reduces the damage dealt by 10 on a successful D20 roll of 11 or greater)

Special: Flyer (This unit may ignore terrain and line of sight restrictions and has a Base Movement of 10 inches), Double Attack (On its turn, this unit can make 1 extra attack if it does not move), Armor 10 (When hit by melee or ranged attacks, damage done to this unit is reduced by 10)

Mothership, 52 pts

AT	DF	DM	HP
11	20	20	130

Equipment: Purifier Beam (Range 28), Protoss Air Armor (When this unit takes damage, it reduces the damage dealt by 10 on a successful D20 roll of 11 or greater)

Special: Flyer (This unit may ignore terrain and line of sight restrictions and has a Base Movement of 10 inches), Armor 10 (When hit by melee or ranged attacks, damage done to this unit is reduced by 10), Quad Action! (On its turn, this unit can make 3 extra attacks if it does not move)

Faction: Zerg

Overrun entire planets with the unyielding might of the swarm.

Larva, 4 pts

AT	DF	DM	HP
0	9	10	10

Equipment: Basic Attack (Melee Only)

Special: None.

Drone, 5 pts

AT	DF	DM	HP
4	16	10	10

Equipment: Claws (Melee Only)

Special: Burrow (Replaces entire activation; the unit burrows into the ground and is considered no longer visible. The unit must use another Burrow action to once again come up out of the ground; you must wait a whole turn to come back out from being burrowed.)

Overlord, 16 pts

AT	DF	DM	HP
0	18	0	50

Equipment: Zerg Flyer Carapace (When this unit takes damage, it reduces the damage dealt by 10 on a successful D20 roll of 11 or greater)

Special: Flyer (This unit may ignore terrain and line of sight restrictions and has a Base Movement of 10 inches), Transport (This unit can transport up to 4 non-vehicle or non-flyer units who end their movement in base contact with this unit. Remove those allied units from the game; they then move simultaneously with this unit, have cover and are considered in base contact with this unit. They can make attacks, counting ranges from this unit. A transported unit can return to the battlefield immediately before your first activation of a game turn. If this unit is destroyed, all units being transported must roll 1D20 and score an 8 or better, otherwise they are killed), Heal (When this unit is in base contact with a friendly unit, it can use its attack action to heal the unit 10 points of HP; this total cannot go over its base HP value.)

Zergling, 12 pts

AT	DF	DM	HP
5	15	10	30

Equipment: Claws (Melee Only)

Special: Burrow (Replaces entire activation; the unit burrows into the ground and is considered no longer visible. The unit must use another Burrow action to once again come up out of the ground; you must wait a whole turn to come back out from being burrowed.), Calculated Strike (this unit gains +4 AT and +10 DM when attacking an enemy unit that has not been activated this turn)

Queen, 14 pts

AT	DF	DM	HP
6	20	20	40

Equipment: Acid Spines (Range 16), Talons (Melee Only and grants this unit the Double Attack ability when in melee), Zerg Ground Carapace (When this unit takes damage, it reduces the damage dealt by 10 on a successful D20 roll of 11 or greater)

Special: Burrow (Replaces entire activation; the unit burrows into the ground and is considered no longer visible. The unit must use another Burrow action to once again come up out of the ground; you must wait a whole turn to come back out from being burrowed.)

Hydralisk, 23 pts

AT	DF	DM	HP
8	19	20	90

Equipment: Needle Spines (Range 16)

Special: Burrow (Replaces entire activation; the unit burrows into the ground and is considered no longer visible. The unit must use another Burrow action to once again come up out of the ground; you must wait a whole turn to come back out from being burrowed.), Calculated Strike (this unit gains +4 AT and +10 DM when attacking an enemy unit that has not been activated this turn)

Baneling, 11 pts

AT	DF	DM	HP
4	15	10	10

Equipment: Basic Attack (Melee Only), Zerg Ground Carapace (When this unit takes damage, it reduces the damage dealt by 10 on a successful D20 roll of 11 or greater)

Special: Burrow (Replaces entire activation; the unit burrows into the ground and is considered no longer visible. The unit must use another Burrow action to once again come up out of the ground; you must wait a whole turn to come back out from being burrowed.), Explode (Replaces attack; this unit explodes and forms a diameter of 4 inches; any units in this diameter take 20 damage but are allowed to roll 1D20 and do not take damage on a roll of 12 or greater. Once the unit is destroyed it is removed from the game and killed; the diameter lasts on the table until the start of the controlling player's next turn.)

Roach, 12 pts

AT	DF	DM	HP
6	16	20	30

Equipment: Acid Saliva (Range 8)

Special: Burrow (Replaces entire activation; the unit burrows into the ground and is considered no longer visible. The unit must use another Burrow action to once again come up out of the ground; you must wait a whole turn to come back out from being burrowed.)

Infestor, 20 pts

AT	DF	DM	HP
8	18	30	50

Equipment: Basic Attack (Melee Only), Zerg Ground Carapace (When this unit takes damage, it reduces the damage dealt by 10 on a successful D20 roll of 11 or greater)

Special: Burrow (Replaces entire activation; the unit burrows into the ground and is considered no longer visible. The unit must use another Burrow action to once again come up out of the ground; you must wait a whole turn to come back out from being burrowed.), Fungal Growth (Replaces attack; target an area on the battlefield up to 12 inches; a putrid growth on the battlefield is activated and is 3 inches wide in diameter; any units currently inside or happen to walk through or into the psionic storm immediately take 10 damage; units hit may roll 1D20 and do not take damage on the result of a 13 or better; this diameter remains on the battlefield for the rest of the game)

Mutalisk, 5 pts

AT	DF	DM	HP
0	13	10	10

Equipment: Glave Wurm (Range 10)

Special: Flyer (This unit may ignore terrain and line of sight restrictions and has a Base Movement of 10 inches), For the Swarm! (This unit gains a +1 AT for every Mutalisk within 12 inches of this Mutalisk)

Corruptor, 8 pts

AT	DF	DM	HP
5	15	10	10

Equipment: Parasite Spore (Range 12), Zerg Flyer Carapace (When this unit takes damage, it reduces the damage dealt by 10 on a successful D20 roll of 11 or greater)

Special: Flyer (This unit may ignore terrain and line of sight restrictions and has a Base Movement of 10 inches), For the Swarm! (This unit gains a +1 AT for every Mutalisk within 12 inches of this Mutalisk)

Ultralisk, 24 pts

AT	DF	DM	HP
10	16	30	80

Equipment: Kaiser Blades (Range 10), Zerg Ground Carapace (When this unit takes damage, it reduces the damage dealt by 10 on a successful D20 roll of 11 or greater)

Special: Burrow (Replaces entire activation; the unit burrows into the ground and is considered no longer visible. The unit must use another Burrow action to once again come up out of the ground; you must wait a whole turn to come back out from being burrowed.), Double Attack (On its turn, this unit can make 1 extra attack if it does not move)

Brood Lord, 52 pts

AT	DF	DM	HP
11	20	20	140

Equipment: Broodling Strike (Range 24), Zerg Flyer Carapace (When this unit takes damage, it reduces the damage dealt by 10 on a successful D20 roll of 11 or greater)

Special: Flyer (This unit may ignore terrain and line of sight restrictions and has a Base Movement of 10 inches), Armor 10 (When hit by melee or ranged attacks, damage done to this unit is reduced by 10), Quad Action! (On its turn, this unit can make 3 extra attacks if it does not move)

Starcraft: Tactical Miniatures Combat, Second Edition

http://www.neuicon.com

More for S: TMC, Second Edition Coming Soon!

Supplements are planned for this game, and include special characters that are tied to the Starcraft storyline and special campaigns to help create new and exciting battles.

This document was released exclusively for 1KM1KT.

http://www.1km1kt.net