

Starcraft II: Nova Covert Ops

By Ovid



Welcome to the Koprulu sector! It's 2508, and the Sector has just barely made it through the End War, a conflict spearheaded by an omniscient Xel'Naga and all the various forces he either made or mind controlled. But he's dead now, and it is the time to rebuild. There's the Terran Dominion led by Emperor Valerian Mengsk, the Daelaam Protoss led by Hierarch Artanis, the Tal'darim who are led by Highlord Alarak, and the Zerg Swarm is led by Overqueen Zagara and is pursuing less hostile pursuits. Rumors say something about seeding life onto desolate planets? But that should have little to do with you. You are just one Terran among many, and now you have to decide how you will be experiencing this post-End War time. Be warned though, for some odd reason, feral Zerg have been making incursions onto Dominion worlds.

Here's 1000CP to get you started.

Age: Free pick. Though 21 and up is recommended.

Gender: Free pick.

Origin: Each origin comes with a set of generic background memories to get you started.

-Drop-In: You are one face among many. You have a normal job that supports you, a home to sleep in, and that's about it. You don't have to worry about any extra memories in your head.

-Ghost: You are a psionic operative. You might work for a government, be a mercenary, or just avoiding attention somewhere on the frontier. You've got a bit of telepathy, can sense other psionics, and can channel your psionic energies into augmenting your strength and endurance somewhat.

-Defenders Of Man: Rage against the Government! Or, at this time, the Dominion! They are wrong, somehow! You are a member of the Defenders of Man, an organization of anti-Dominion groups that have banded together to be more effective.

-Technology Specialist: You know that knowledge is power, and your goal is to increase the knowledge of Humanity in general, and yourself in particular. You work for one of the Terran factions as tech support. You're far more valuable in a lab than on the front lines.

Starting Locations: Any origin can start on a non-Terran-owned planet, for whatever reason that matches your origin.

-Drop-Ins start anywhere there is a human civilian population.

-Ghosts start in any Terran faction's Ghost headquarters, or if you are an independent, in whatever headquarters of the pirate/mercenary/other group you are aligned with..

-Defenders Of Man start in one of their strongholds, or anywhere with a Defenders of Man presence.

-Technology Specialists start either in a research lab for any of the Terran factions, or are attached to a special operations division as tech support.

Perks: 100CP perks are free for matching origins, other matching perks are 50% off.

General:

-Body Tune-Up (Free): In a sector that has had many conflicts over the past decade plus, being unfit is frankly a crippling state to be in. Your body is now reasonably muscled, toned and fit enough to fit in to this universe's population. Your physique is up to you. Are you a buff guy/gal fit for a suit of CMC power armor? Are you lithe and agile, ready for a hostile environment suit? Or are you simply healthy enough that you don't have to worry about the health-repercussions of spending lots of time in the lab?

-Inviolable Memories (Free for this jump, 200CP to keep): Memories make up who we are. Without them, we cannot learn from the past. However, certain groups in the galaxy have learned how to adjust or suppress memories. You will never have to worry about such. Your memories cannot be suppressed, removed, altered, or adjusted against your will. If you do allow this, then your mind will always possess a copy in inaccessible storage, and if you ever come across a situation where said memory would be needed, your mind can make it accessible again. It will also give you a general feeling of why you chose to allow the memory to be suppressed before giving you full access. Lastly, your memories will never degrade with

time, letting you recall details fully and instantaneously, with infinite storage and perfect indexing.

This perk is free for this jump only, but costs 200CP to keep. Some of these Ghosts' have memories that have more holes in them than swiss-cheese does...

Drop-in:

-Attention to Detail (100CP): There are some strange things out in the universe. Zerg that like to hide underground, Protoss that can bend light with their minds, and even Terran technology that can hide anything from a Battlecruiser to a person. You are the natural counter to these things. You have a general feeling when an entity (biological, mechanical, or energy) is trying to hide nearby ("nearby" meaning twice your maximum visual range), and can instantly detect them visually. And if you are willing to temporarily sacrifice the stealth-feeling part, you can spread a slightly shorter-ranged version of this ability to others.

-No Bugs (200CP): Terrans first came to the Koprulu sector via colony ships from earth. Ever since, they've encountered alien worlds, and even terraformed a few of them. Other planets came with their own life forms, with their own infectious agents. Then the Zerg came, and revealed the nastiest infection of all. Thankfully, you no longer have to worry about any of that. Your body is immune to disease, mutagens, viruses, parasites, and so on. This does nothing to help against physical harm, but at least you don't have to worry about what's in the air you are breathing, the water you drink or the surfaces you are touching.

-Not-Your-Problem Field (400CP): Sometimes civilians can't avoid combat and battlefields. Invasions happen, raids happen, and enemies don't always show mercy to non-combatants. You have a gift though. Unlike the psionic abilities of Ghosts, you've evolved the ability to create a field that causes entities looking at you to consider you as non-threatening and not worth their concern or time. It's not invisibility, you simply don't matter to them, in any way. However, if you were to engage in hostile or aggressive actions, then the field will fail, since you've now made yourself the enemy's problem. You can choose to have this ability active or not, but if you actively focus on not being noticed, you can spread the field to cover others. Be warned though, the larger the field, the more mental strain/drain you will have.

-Sense of Preservation (600CP): It's a fact of combat that surprise kills. Sudden attacks, being outmaneuvered, stumbling into a minefield, and so on. You have one of the rarest of gifts in the Koprulu sector, that of precognition. It is specifically precognition of danger to yourself. You are able to feel when an area is dangerous to your health, how close/soon the threat is, and how to avoid it. The more dangerous the threat, the greater the urgency you feel. However, if you fail to avoid danger, you are also able to feel where threats will come from, where they will go, and what direction they will attack from. And at this stage, it's pinpoint too, letting you know if a Tal'Darim invasion force will come down a specific street, and that the subways are safe to use.

Ghost:

-"Always was a good shot." (100CP): You've got a lot of skills. You can pick up any piece of equipment or tool and figure out how to quickly and skillfully use it. Additionally, with weapons, you can then use whatever abilities or powers you have to then use that weapon as part of a special attack or move. A sniper rifle would let you imbue your energies for an exceptionally damaging/piercing bullet. Pick up a plasma rifle, figure out how to overcharge it and send a huge ball of plasma at enemies. A sword? Dash at your opponents, slashing all in your way. The more powers you have and the stronger they are, the more versatile your options are.

-Who Detects The Detectors? (200CP): You may be a well trained person in the art of stealth, but there is always going to be the chance you encounter someone who can counter your stealth. However, you have the ability to sense the detection range of these Detector entities, letting you know at what point they will be guaranteed to sense you. Maybe you can find your way around them, or maybe you just can out-snipe them? Regardless, the more information you have, the longer you can stay alive.

-Crew Loyal To You Alone (400CP): Being side by side with someone in combat is a great way to make comrades of people. Knowing they can trust you to have their back is a priceless thing to a soldier or warrior. With groups that operate covertly, where the promise of backup and support from allies is not guaranteed? Fighting alongside them will forge and strengthen bonds of brother- and sisterhood, which might grow strong enough that they would be loyal to you, over those they swore to obey and serve.

-Psionic Ability (600CP): Humanity has consistently proven to be a strange race. At some point, certain individuals have shown to have extraordinary powers and gifts. Many of these have been recruited and/or conscripted into the various psionics programs of the various Terran nations. You are one of the elite of these elites. Your strength and variety of psionics is equal to Nova Terra, the single most powerful and capable Ghost the Dominion currently has. Hopefully, you do not have the traumatic history she has, that she can no longer remember.

Defenders of Man:

-Tactical Expertise (100CP): You've got decades of experience of warfare under your belt. From freedom fighter tactics from the Sons of Korhal, to strikes against vitally important targets in the End War, to leading armies against enemies of the Dominion. Whether it be Terran commanders or alien ones that you're up against, you understand how their strategies work and how to beat them. You've got a gift for thinking big picture, and won't get bogged down on just one battle or two but can stay focused on an entire theater. What looks like a setback in one battle might actually win you a war.

-Stronger Together (200CP): When it comes to government, there is always someone downtrodden, or at least thinks they are. You have a gift at finding and bringing together various groups that share in common some sort of similar goal, whether it's against the Government, the

Man, or whoever. You can get these people to see the commonalities they share, and at the very least seriously consider grouping up. And naturally, since you are the one who has done all this organizing and gotten them together, you should be the leader of this fledgling organization. Your vision brought them together, and your vision shall lead the way. And in time, you might be able to guide them towards goals they might not have considered before, as long as you can somehow trace the goal back to the organization's original objective.

-"Some will die so that others can live" (400CP): The End War is over, and humanity has been hit by many disastrous invasions, badly hurting their population. And yet, you are able to convince most of your subordinates and colleagues that causing invasions by hostile aliens is the best way for you and your people to get into power. You will also have a boost to making any similarly scaled plans succeed in your goals, even if they can be in unexpected ways, like having the Tal'Darim Death Fleet show up to party crash you being arrested for treason.

-She's Always Been Loyal (600CP): Sometimes it's not what you know, it's who you know. You have a gift for finding individuals that are well-connected, ingratiating yourself to them somehow, and then using said connection to get into an(y) organization they are part of. The position won't be higher than theirs initially, but it won't be low-level (unless you are making friends with an oddly influential janitor). In addition, should you decide to betray that organization or person, you will automatically know how best to avert suspicions away from yourself, and can figure out how best to use whatever position you have with them in order to best benefit yourself or whatever your cause may now be. As a bonus, you will also get a feeling when the person/people you are betraying/infiltrating no longer believe you to be as loyal as you portray, thus giving you time to either escape or plan a more obvious betrayal.

Tech Specialist:

-Hands Off! (100CP): When one is at the forefront of technological development, one sometimes has to watch out for espionage. Why bother developing a revolutionary new weapon system when a Ghost with sticky fingers walks in and takes it? You are able to design, and seamlessly implement security protocols into any technology or equipment you have access to that would limit use to only authorized personnel. You don't even have to go to the extreme of half-breaking it either, that's for neanderthals and inferior scientists.

-Minimum Risk of Psychosis (200CP): There are many substances out there, and many different biological systems. You have a wide experience in various biological sciences, for several different species (mostly Human, but some Zerg and Protoss), and have the ability to turn harmful and/or addictive substances into useful and safe medicines. And even better, the means you use to make such a thing is usually something minor, like administration methods or dosage amounts.

-Info Processing (400CP): You are not always stuck in a lab, you are useful in more areas than just that. You can process information, sensor readouts, intercepted communications, and more

importantly, you can apply such knowledge. While others would use such data for tactics, you see opportunity for scientific advancement. The more information you have access to, the better opportunities you see for salvageable materials, technologies, or data. And you can use those to relatively quickly implement a usable and useful technology.

-Tech Support (600CP): Some scientists will advance science simply because they can. They need others to direct them. You, on the other hand, already support your allies, and can easily figure out useful technologies and alternative applications that would benefit them. You also know when such things would be most useful, and can somehow manage to sneak your innovations into places without your friends or enemies knowing. Why, you might even be more stealthy than a Ghost, in your own way.

Items: A Jumper (or companion) may take two 100CP items free, and discounts for the following: two for 200CP items, one for 400CP, and one for 600CP. Higher discounts may be used for lower tiers. Freebies/Discounts may be used for Items or Army Upgrades. You may import items into items, and/or merge similar items purchased here for free. All Items bought here, that consume ammo, fuel, or other consumables, will always have a constant source of that consumed resource. Any destroyed purchased items are repaired and returned to the Warehouse, at the end of a week, or you succeed in winning/fleeing a battle, whichever comes first.

Weapons:

-C-20A Canister Rifle (100CP): The C-20A is a versatile firearm that combines long-range sniper capabilities with ease of use in mid-range engagements. It improves upon the standard issue C-10 across all areas of performance. Skilled users can use their energies to enhance the rounds fired and can do so rapidly as long as they have the energy to use.

-Hellfire Shotgun (100CP): Designed for maximum infantry disruption, the hellfire shotgun detonates miniature explosives internally and then channels the blast through its reinforced muzzle to create a devastating arc of fire. Best used against lightly armored units.

-Monomolecular Blade (100CP): The experimental Monomolecular Blade utilizes its wielder's psionic energy to hone an edge that has been sharpened to a microscopic degree, allowing it to cut through both physical armor and energy shields. This particular version doesn't require psionics to function, but can also use it and other energy types to enhance itself. Also, it effectively ignores the presence of enemy armor and energy shields.

-Plasma Rifle (100CP): Usually deployed as heavy artillery, plasma weaponry boasts significant firepower condensed into a portable form. Due to several safety concerns, it is highly advised that only properly trained agents equip this experimental ordinance. It can be overcharged to create a slow moving ball of plasma that does heavy damage to all in its path. Targets destroyed with this weapon also explode into a cloud of plasma residue that damages other

enemies and slows them. This particular unit also benefits from enhanced safety systems, making it much more reliable and safer to use.

-Blazefire Gunblade (100CP): Considered widely unconventional, the Blazefire Gunblade represents a school of thought among artisan gunsmiths that the perfect weapon can function well in all engagements. Designed as both a gun and a blade, it can only be wielded by the most accomplished martial artists. However, the emphasis on close combat limits the ranged functions to medium distances at best. But unlike a pure sword, users will still have a way to respond to aerial enemies.

Visors:

-Ghost Visor (100CP): Ghost Visors present critical intel to Ghosts in the field. Each visor is also outfitted with a personal scanner system to keep its wearer apprised of battlefield conditions at all times. It also contains a map of the surrounding area, and tracks the movement of targets near the ghost's position. This can detect cloaked and burrowed units quite a distance away from you, almost twice as much as a normal detector-type unit or structure.

-Rangefinder Oculus (100CP): Specialized optics and onboard triangulation make the Rangefinder Oculus the ideal piece of gear for snipers, enabling spotting and engagement at distances that would be otherwise impossible. This helmet also effectively increases the range of ranged weapons a bit and melee weapons slightly less.

-Indoctrination Visor (200CP): Mind control is one of the most highly sought-after abilities among ghost academy recruits. Indoctrination Visors are calibrated to isolate such talents and amplify them exponentially. They are invaluable tools for infiltration operations that lack an inside contact. However, because this is technology boosting what may be poor psionic talents, the Visor can only control one target at a time, and upon release or death of the target, must recharge.

Suits:

-Tactical Stealth Suit (100CP): Normally reserved for ghosts on especially dangerous missions behind enemy lines, the Tactical Stealth Suit boasts optimizations that enable permanent cloaking without impacting its user's psionic energy. This particular suit benefits from advanced cloaking research, making it permanently cloaked without requiring any form of psionics.

-Turbojet Jumpsuit (100CP): This hostile environment suit variant was developed by Rory Swann, who was inspired by Reaper equipment. While originally designed for civilian construction projects, the onboard thrusters and momentum absorption armor allow its user to rapidly scale sheer cliffs while also preventing injury. This particular suit also benefits from a overdrive mode that provides 10 seconds of flight time, allowing courageous wearers to engage aerial units with what normally be ground-only weaponry.

-Apollo Infantry Suit (100CP): Designed around a miniaturized Apollo reactor, the Apollo Infantry Suit adds its own energy output and storage to that of the ghost who wears it. This allows for tactics incorporating both prolonged stealth and intense psionic assault. It's stealth capabilities are not constant like the Tactical Stealth Suit, but the added energy capacity and output were considered to be a fair exchange.

-Phase Reactor Suit (200CP): Dominion scientists have modified tactical jump technology to approximate the protoss stalker's teleportation capabilities. Activating the device also appears to generate a temporary cloaking field, an unintended but most welcome development. This particular suit also generates a temporary but durable shield when using the teleport, as well as the cloaking field. It has also been upgraded to recharge and store up to 3 charges, allowing for rapid movement quickly. The suit itself also enables the user to move about 30% faster in general movement.

Gear:

-Pulse Grenade (100CP): Pulse grenades utilize a concentrated energy burst to create a powerful explosion within a small radius, making them an effective anti-personnel option for ghosts who are operating in enclosed environments. They have enough range to also affect close enough aerial targets. This particular example recharges quickly and grenades can be created from energy, either from psionics or a suit reactor.

-Flashbang Grenade (100CP): The technology for flashbang grenades is far older than the Confederacy, yet they continue to warrant a place in modern arsenals. Their detonation disorients hostile combatants in a large radius, leaving them motionless or slowed, and unable to attack or respond. It also prevents detector units from doing their jobs for the stun period.

-Stim Infusion (100CP): Administering stimulants to high PI subjects such as ghosts had historically been considered extremely dangerous. New and improved stim formulation, however has alleviated most of those concerns. This reusable device integrates into a personal suit, and increases attack and movement speed by half, and also heals quite a bit.

-Holo Decoy (200CP): Repurposed from prototype communications technology, holographic decoys are convincing in appearance but are far from being solid matter. Though they cannot comprise an entire army, they function quite well as reinforcements. This particular version has two settings. The 1st setting can create a holo decoy that takes half the damage the user can, and attacks for half the damage of the original, but can last for 45 seconds and will finish recharging 5 seconds after that. The 2nd setting creates a far more powerful holo decoy that is equipped with a holographic monomolecular sword, cannot take damage, cannot be controlled, and will automatically engage hostiles. It will last 60 seconds, but will need 7 minutes to recharge afterwards.

-Ionic Force Field (200CP): Thanks to tireless research and development, Dominion scientists have replicated Egon Stetmann's prototype ionic force field and have redesigned it for more

humane deployment and operation. Integration with a cybernetic body is no longer required. This particular unit has 2 settings, though both modes drastically reduce the power of incoming attacks. The 1st mode creates an extremely powerful shield that only last for 10 seconds, but recharges 20 seconds after that. The 2nd mode creates a weaker shield that lasts for 20 seconds, and recharges 10 seconds after that.

Other Items:

Consumable Schematics (Free): As the ancient Terran military leader Napoleon said, an army marches on its stomach. That line refers to logistics and how any failure in logistics can cripple an army as easily as any military loss. Ammunition, fuel, replacement parts, food and water, all of these are critical to keeping an army functional. This item gives you the schematics for any consumable resource that your army, unit, or gear uses. Ammunition, fuel, replacement parts, and so on. This does not affect CP-backed items, which are assumed to have some form of fiat-backed replenishment anyway, but is for the things you've picked up here and there, the stuff without CP-backing. This is just the schematics to make more consumables, but doesn't include any way to make it, at least not here.

Command Center (100CP): This structure is the core of any Terran base, since it's where they produce new SCVs, process resources into usable forms, establish communications with allies near and far, can relocate via giant thrusters, can store SCVs for relocation/redeployment, and so on. It has a reactor that lets it run two SCV production lines at once, and a Fire Suppression System to enable emergency repairs. The Command Center also has limited small-scale production lines that are mostly used for replenishables such as generic ammunition and fuel, though more specialized items such as nukes or lockdown rounds would require their own manufacturing sites. Command Centers can also be upgraded to either Orbital Command Centers for strong sensors that can scan large swathes of land, or into Planetary Fortresses for powerful cannons to defend a resource gathering operation. However, Planetary Fortresses are no longer capable of lifting off and relocating. This particular Command Center can downgrade itself if needed. After this jump, the Command Center can be stored in an attachment to your Warehouse, and can be deployed to a new location at the start of a new Jump.

-Glider Extraction Device (100CP): There are many worlds out there, and many have strange sights. From planets of molten rock, to balls of ice, to planets teeming with life. While the Primal Zerg may be some of the most extreme examples of bizarre evolution, they aren't the only ones. On several planets, there is a type of floating animal called a Glider. They use unknown means to float, but they also collect Terrazine gas, and this gas can be extracted with harm to the Glider. You have access to a Glider Extraction Device connected to a vast cave network that can extract Terrazine from a captive Glider, and when released, the Glider will manage to disappear safely. Eventually, another Glider will be contained, and more Terrazine can be harvested. Terrazine harvested this way is stored in containers that prevent it from spoiling, since Terrazine can be short lived if not properly stored. Terrazine can be used by Terrans in small doses for enhancing memory, and can boost Protoss psionics. Oddly, the Zerg have no use for Terrazine, but are still attracted to it.

-Vulture (100CP): Vultures are hoverbikes that are seen as either deathtraps because of their engineering and/or lack of armor, or as “classic pieces of engineering” by enthusiasts. They used to be standard in Terran armories, but are being phased out in favor of Hellion units. Each Vulture normally carries either a fragmentation grenade launcher or a laser cannon, and can carry up to 3 spider mines. This version has been heavily customized though. The spider mines have been replaced with cerberus mines with larger blast and trigger ranges, and the Vulture itself has a micro-fabricator that can replace expended mines as needed. It's chassis also includes regenerative bio-steel for self-repairs, and afterburners that can double its speed for a short boost. It also has a weapon mount for easy storage and/or use of weapons while driving, and has been augmented to drastically increase its durability.

-Resource Harvesting Node (200CP): Minerals and Vespene are the lifeblood of the various Koprulu Sector war economies, and without it, their armies wouldn't exist. You take possession of your own resource node, with several Mineral outcrops and two Vespene Geysers. If you are patient, both minerals and gas will slowly regenerate, letting this location keep a Command Center busy for however long you need it to. In other settings, you may choose to have this Node be attached to your Warehouse or emplaced somewhere in each setting.

-Automated Refinery (200CP): This Refinery takes advantage of lessons learned from recovered Protoss technology, and uses Warp technology to transport Vespene gas directly to whatever storage you have, letting you reassign your SCVs to more important tasks. In addition, if you don't have a local source of Vespene gas, you may feed the refinery any hydrocarbon-rich source and it will process it into Vespene. And if you don't have or wish to provide any hydrocarbons, then the Refinery will dig deep into the planet's crust to acquire some, though doing so will be difficult and slower than either of the other two modes of operation. You gain two of these structures, and if you wish, they may be stored in your Warehouse, kept on the Resource Harvesting Node wherever that may be, or relocated to a target destination somewhere in each setting.

-Escape Ship (200CP): Everyone needs a ride, but some folks need rides off planet. For when you absolutely need to bug out of a situation, you've got this baby. It started life as a Hercules Dropship, but you've added to it. It's storage and deployment bays are now big enough to carry up to 4 Thors or 8 Siege Tanks, which gives you plenty of room to put your stuff and/or add modifications to the ship. It has Tactical Jump capability for planetary range warp jumps as well as a Battlecruiser-grade warp drive for long-range travel. If the ship gets damaged, it has regenerative bio-steel to fix it up. Lastly, since you never know when or if you'll have friends, the Hercules has been almost fully automated, and can be flown and operated by a crew of one.

-Griffin (400CP): The Griffin is a Dominion starship designed to insert operatives into hostile situations and pull them back out safely. And now, you have a previously unknown sister ship that is virtually identical. This ship is staffed by a generic crew of Followers that perform all roles, including navigation, gunnery, maintenance and security. The Griffin-class has an integrated

cloaking system, multiple weapon turret mounts across the hull, and has high-speed engines to get the ship where it needs to go, whether in space or on a battlefield. It has bombing capabilities to support allies, and can use its powerful engines to ferry allies point to point using suborbital flights. To make the best of this capability, it also has the capacity to store, transport, and deploy an army, as well as the engineering facilities to construct, maintain and modify that army. However, Battlecruisers are too large to be stored. Lastly, it also has an armory of equipment for the ship's elite operatives, and an on-board research lab to allow researchers to provide constant and rapid support in ever-changing battlefields.

-Psi Emitter (400CP): Psionic technology has had a long history in the Koprulu Sector. Whether it is in the development of Ghost agents, development of equipment for Ghosts, or equipment exploiting the psionics of Ghosts. One of the most significant historical developments of Terran psionic technology was made by the old Terran Confederacy, and it is what led to their downfall. The Confederacy made the Psionic Emitter technology, and Arcturus Mengsk used it to lure the Zerg to the Confederacy's capital planet of Tarsonis and let them eat his enemies (as well as capture his trusted Ghost, Sarah Kerrigan). Functionally, it's rather simple. On start-up, it takes the psionic signature of a Ghost and/or terran psionic, and amplifies it up to 10-25 lightyears, which in turn lures Zerg to the emitter. Multiple emitters close together can amplify the effect further. The design would have disappeared into history, but the Defenders of Man have restored and improved it. They made it small enough to store multiple emitters in a single atmospheric-reentry-capable cluster-missile, which can itself be carried and launched by a Viking fighter. And you now have both a sample of this emitter cluster missile, and the schematics to make more. Each emitter is guaranteed to lure a feral Zerg swarm to the target planet, and if used in a universe where Zerg are not normally present, an equivalent psi-sensitive monster swarm is lured, even if there previously weren't any (psi-sensitive moneters).

-Stasis Shell (600CP): This experimental technology was invented fairly recently, and while quite powerful, has its limitations. A Stasis Shell is a structure that is linked to a specific individual, and when it detects that person has taken lethal harm, warps them to the Shell and treats them with the Shell's advanced medical suite. However, there are restrictions. The Stasis Shell must be set up prior to being used, and is limited to working with a planetary range, partly because of the warping range, but also because the Shell being too far means the user also has to get back to the area of operations.

-Ghost Academy (600CP): The Terran Dominion has changed how their Ghost program operates when compared to its Confederacy predecessor. Training and outfitting of Ghosts now take place in local Ghost Academy structures, which come complete with tactical nuclear missile manufacturing and missile silos. Upon construction, any allied Ghost operative can use a laser designator to provide targeting for a tactical warhead. This particular version of the Ghost Academy is an upgraded version that Nova has access to, and its warheads are both stronger than normal, and also automatically builds warheads without any additional cost. A Jumper has

access to a Ghost Academy facility that can be relocated at will and can be stored in the Warehouse, as well as schematics to construct more Academies.

-Xanthos (800CP): The Dominion sure loves its super mechs. Arcturus Mengsk commissioned the Odin super-prototype for the Thor line, and his son Valerian ordered something even bigger. The Xanthos is an in-development massive flying mech that's even larger than the Odin, and has even greater offensive capacity, what with a flamethrower arm for light units, an armor-penetrating railgun, a back mounted missile pod that targets whole swathes of land, and a integrated hangar that produces, stores and launched automated fighters. Lastly, it can deploy a Vulcan Blaster that is integrated into the mech itself that does extreme damage, to the point that sustained fire can destroy Gorgon Battlecruisers, which are renowned for their exceptional armor. Speaking of armor, the Xanthos itself mounts this same heavy armor plated, making the body of the mech near invulnerable. The weapons system are less armored, and can be disabled, forcing it to look for a repair facility to reactivate them. If this does happen, the Xanthos can go into a cruise configuration to rapidly evacuate from a hostile battlefield. While undergoing repairs, the Xanthos' core systems are vulnerable to enemy attack, and if damage is taken while undergoing repairs, it can activate an emergency chest-mounted laser to fight off attackers. The Xanthos also possesses a superior command center, enabling a flag officer to command and coordinate forces from the bridge. Lastly, this is not the original Xanthos, but an improved production version with a limited auto-repair function for the weapon systems.

Army Upgrades: Army Upgrades purchased here apply to all applicable units simultaneously and immediately. With further research, these upgrades may be applied to other units/allies. Item Discounts may be used on this section as well.

-Laser Targeting System (100CP): This upgrade increases the accuracy of equipped units' weapon systems at longer ranges. It also allows them to detect hostiles further than normal to take advantage of the longer sensor range. This applies to Marines, Reapers, Marauders, as well as Goliaths, though the Goliaths gain a larger boost to their anti-air Hellfire Missiles than the range boost to their Autocannons.

-Super Stimpak (100CP): This upgrade is integrated into the armor of affected units, and is superior to normal stimpaks in every way, since they allow the same boost to attack and movement speeds, but instead of harming the user's health, they actually heal them, with two 'doses'/shots being capable of bringing someone to perfect health when they were previously at death's door. The healing occurs over 15 seconds, and can finish recharging for another use 3 seconds after that. The Super Stimpak module can also be set to automatic, in case a soldier is too busy fighting for their life to hit the "heal me up" button. This applies to Marines, Reapers, Marauders and Hellbats.

-Magrail Munitions (100CP): This upgrade allows your units to equip special railgun weaponry in addition to their normal equipment. Marines and Marauders gain a high damage weapon system

that can fire every 20 seconds for additional firepower, while Ravens gain the ability to deploy slow-firing but high power and high penetration railgun turrets that specialize in taking out groups of small targets. Ravens still have their normal Auto-Turrets for rapid-fire anti-air/ground defenses.

-Optimized Logistics (100CP): This upgrade is simple yet incredibly advantageous. It drastically eases the production and outfitting of Marines, Hellbats, Goliaths and Liberators, letting you deploy them in a fraction of the time. No more will a Zergling rush swarm your base while your army is busy with final checks of their gear. Instead, make a Marine/Hellbat/Goliath/Liberator rush of your own. You still have to have the resources to deploy these units, you just minimize the time needed.

-Internal Tech Module (100CP): Normally, production facilities need to have attached Tech Labs in order to produce more complex units. This upgrade upgrades the tech already present in your production facilities, allowing you to deploy advanced units faster. You could even use the added production capabilities of a Reactor to build twice as many units. This affects Marauders, Siege Tanks, Banshees, Ravens, and Battlecruisers.

-Spider Mine (100CP): Spider Mines have been a part of Terran arsenals for decades. The only real change is how they get deployed. Reapers can deploy from barracks carrying three of them, Siege Tanks can carry and deploy 3 at once in order to protect from close attackers, and Ravens gain an onboard manufacturing suite so while they can only deploy three at a time, they are not limited by capacity.

-Advanced Cloaking Field (200CP): Advancements in cloaking technology gives you some nice options for several of your units. Reapers gain permanent cloak at all times. Banshees have their cloak increase in efficiency, allowing them to permanently hide. And now, your Liberators and Battlecruiser can also cloak, though they will also need to watch their energy consumption rates, since their versions don't allow for permanent cloak. And while this upgrade doesn't grant it to them, the Defenders of Man have made some intriguing experiments in using cloaking technology on Siege Tanks and Thors. With some research of your own, maybe you can enable that?

-Special Ordinance (300CP): Here's the big cache of goodies. Reapers get D8 charges that they can throw at structure targets for increased demolition effectiveness. Hellbats/Hellions have their igniters upgraded to Infernal pre-igniters, giving them a blue flame and increased lethality against lightly armored targets. Banshees have their missiles upgraded to Shockwave Missile Batteries, which cause a line explosions where they hit, making them more effective against clustered targets. Ravens replace their seeker missiles with a Hunter-Seeker Missile system that automatically reloads, launches and engages targets, effectively giving these weaponless ships an actual weapon. Battlecruisers get the best toys, and have their standard ATS and ATA batteries weaponry replaced with ATX laser batteries, allowing them to engage multiple targets at once, regardless of if they are aerial or ground-bound.

-Jump Jets (100CP): Jump Jets have their place on the battlefield. Reapers use them to scale tall obstacles, and certain Terran structures use much larger versions to relocate around a battlefield. Engineers have refined the technology further, enabling Siege Tanks to use jump jets to relocate in either mode, allow Goliaths to scale cliffs just like Reapers, and Hellbats can use the jump jets to charge enemies, stunning them and leaving them open to flamethrowers to the face.

-Smart Servos (100CP): Another innovation of existing technology, this upgrade simply allows Siege Tanks, Hellbats and Liberators to transform their modes 4 times faster, letting them rapidly adapt to incoming threats/targets.

-Regenerative Bio-Steel (200CP): Terrans have learnt a lot from their enemies, and from Zerg biomatter, they've learned to make this handy little upgrade. This upgrade uses regenerative nanobots to repair Siege Tanks, Goliaths, Banshees, Liberators and Battlecruisers. While the repair function only occurs once the equipped unit is no longer in combat, this version of the system uses the energy from the weapon systems to supercharge its repair rates, enabling much faster return to full functionality.

Units: It wouldn't be the Koprulu Sector if you weren't offered the ability to take/make your own subordinates and/or army here. Each unit below has the same price for 2 options. Option 1 is taking a squad of Followers. They will benefit from the Army Upgrades. Option 2 is a single Elite Unit with much higher capabilities. You may not spend discounts here, but do have +300CP to spend in this section only. You may purchase Units repeatedly. Each purchase (Elite or not) comes with the ability to train more individuals up to that level, and the schematics to equip them.

-SCV (First purchase free, 100CP after): Space Construction Vehicles are the workhorse of any Terran arsenal. They build and repair Terran structures, repair mechanical units, harvest minerals and transport vespene. SCVs come in squads of 8, and you gain your first purchase free. The Elite SCV has advanced construction abilities that let other SCVs aid it in constructing buildings for no added cost, has Dual Fusion Welders to repair mechanicals/terran buildings twice as fast, Regenerative Bio-Steel to stay alive, Jump-jets to bypass terrain, and can cloak itself. All SCVs come with full terran building schematics.

-Marine (First purchase free, 100CP after): Marines are the most common infantry in most Terran militaries. Clad in CMC-400 powered combat suits, these boys have the ability to use C-14 gauss rifles, allowing them to engage targets on ground and in the air. Beyond that, a marine's loadout can vary a bit commander to commander. But pair them up with Marauders and some form of medical support, and watch them cut your enemies to chaff. Marines come in squads of 8. The Elite Marine is a tougher beast. He has a combat shield attached to his left shoulder, a laser targeting system for his weapons to enhance his range, a super stimpak to

heal and enhance him, and a magrail munitions system for added damage. Lastly, he trades in his C-14 Gauss Rifle for a Chaingun that does nearly 3 times the damage output, with a much higher fire rate. And the chaingun fires Kel-Morian Ripper Rounds that temporarily decrease the effectiveness of enemy armor.

-Reaper (100CP): Reapers are jumpjet equipped infantry meant for high mobility harassment of enemy light units. They can scale obstacles such as cliffs with ease, and their dual pistols fire rapidly to murder targets in a hail of bullets. They come in squads of 4. The Elite Reaper has quite a few toys in his arsenal. His pistols fire U-238 depleted uranium rounds which travel further and hit lightly armored targets harder, while also including a Laser Targeting system. He has G-4 Cluster Bomb anti-personnel charges that explode into smaller submunitions to hit a large area, D8 Charges for added structure damage, and LD9 Charges to send targets flying. He also has a complement of 3 Cerberus Mines to deploy. His armor incorporates a permanent cloaking field, a Super Stimpak system for recovery and enhancements, and his jump-jets use a nitro-boost system for added ground speed. His jump-jets can also be put into overdrive, giving him 10 seconds of flight, while also allowing him to engage aerial targets while flying.

-HERC (100CP): HERCs are actually Umojan infantry, and are ballsy enough to engage enemies in melee range in a universe where Zerglings and Zealots specialize in melee. They have a grapple on one arm to pull themselves to a target, a welder that only works at melee, and a combat suit that is immune to acid, such as Zerg Banelings and volatile Infested Terrans. They come in squads of 4. The Elite HERC has a grapple that does damage as it grabs targets, and stuns them as well. The welder also increases in intensity and attack speed the more it is used on a target. Lastly, the Elite Herc has a Super Stimpak in his armor to increase his attack speed and to keep him alive.

-Marauder (100CP): Marauders make use of old Firebat armor, exchanging the flamethrowers for grenade launchers. Their launchers use Concussive Shells to slow down targets, reducing the threat of melee- or short-ranged enemies. Their grenades also do added damage to armored targets, which lets Marauders compensate for one of the weak spots of Marines. Marauders come in squads of 4. The Elite Marauder has a Kinetic Foam undersuit to protect him against violent impacts, has a powerful Aegis Barrier energy shield that knocks back enemies on shield break, his Concussive Shells are upgraded to Suppression shells that slow not just enemy movement speed but also attack rates, the shells also break up into shrapnel to damage enemies behind a target, he has a Laser Targeting System for added range, a Magrail Munition system for added firepower, and a Super Stimpak for healing and movement/firing rate boosts. He can also deploy Revitalizers that heal allies nearby and enhance their attack speeds.

-Medic (100CP): Medics are a relatively rare sight on modern battlefields, since they normally perform their role from Medivac Dropships. However, some Medics still don their CMC variants in order to directly support biological allies with their medical nanobots. To keep themselves alive, they have arm mounted compartmented shields, that also stores additional medical supplies. Medics come in squads of 3. The Elite Medic has Stabilizer Med-Packs to increase the

rate she heals allies at a lower cost to her power supply, while also allowing her to affect mechanical units and boost the defense of allies she is currently healing. Nano-Projectors increase the range she can remotely heal allies, her Procyon Twin Heal Beam Gauntlet lets her work on two allies at once, and her power supply is boosted by a Cellular reactor. Her armor has a Restorative Burst system, allowing her to emit a burst of medical nanobots to all allies near her, healing them quite a lot instantly, while giving them a passive regeneration for another 10 seconds. Her armor also has a back-mounted XM-77 Matrix Generator, which grants a target ally with a powerful energy shield for 20 seconds. Lastly, she has a Flashforce GDM visor to detect cloaked and burrowed units.

-Ghost (200CP): By this point, you should know what Ghosts are. Psionic commandos/black ops. They come in squads of 2, have the ability to provide guidance for tactical nuclear warheads, can take a moment to perform a devastating Steady Targeting attack on enemy biological targets that bypasses any armor, can use EMP rounds to strip shields and energy from enemies in an area (while also revealing any cloaked and burrowed hostiles), have a cloak they can activate for periods of time, and unique to Ghosts here, a weak example of an ionic Forcefield. The Elite Ghost has Ocular Implants to see much farther and at greater detail, while also including an automated targeting system to increase the effective range of their weapons. The Elite has their very own Crius Suit for permanent cloak, as well as a Cellular Reactor for added energy storage. Their skill lets them pull off Snipe attacks instead of needing to hesitate for a Steady Targeting, and can even pull off a Triple Tap with their Snipe to cause slightly less damage to enemies near the initial target. Their psionic abilities come to the fore, allowing them to use Dominate to control non-heroic targets and boosting their offensive capabilities by half, and once 2.5 minutes occur, instead of the target going free, the Elite Ghost cause them to kill themselves. They can use a massive amount of psionic energies to perform a powerful Psionic Lash attack on single targets, or may instead choose to use a Pyrokinetic Immolation attack that lights a biological target on fire while also dealing damage to nearby (to the initial target) biological enemies, culminating in a burst of damage on the initial target's death. A Psionic Motivator device restores a Dominated enemy to full functionality, while also increases their attack speed. A Neural Disruption Device uses excess psionic energies to cause enemies near a recently Dominated target to attack each other for a short time, while a Type-88 Persuader increases the duration of Dominate's control to a full 5 minutes. A Psi Projector lets the Elite Ghost force up to 5 aerial targets to the ground, allowing anti-ground attacks to hit them. Their EMP rounds have been upgraded to EMP blasts that also do an area-of-effect, stuns mechanical targets, and inflicts additional damage equal to any energy drained. Lastly, the Elite has a Flashforce GDM Visor to detect cloaked and burrowed targets.

-Hellbat/Hellion (100CP): Hellbats are a combined version of the old Firebats and of Hellions. You can argue that they are either a power armor or a transforming vehicle that encases it's driver. Either way, they have flamethrowers and can transform into a high-speed vehicle mode. They come in squads of 4. The Elite Hellbat has Infernal Pre-Igniters that cause added damage to lightly armored targets, while the Immolation Fluid in his tanks coats enemies in a napalm-esque fluid causing additional damage over time. He can close the distance with a

Jump Jet Assault that grants him a defensive boost and stuns the target enemy, and benefit from Smart Servos which allow him flee by transforming into Hellion mode 4 times faster. Regenerative Bio-Steel fixes up his Infernal Plating while Super Stimpaks heal and boost him. If he should fall in combat, Aerosol Stim Emitters cause allies nearby to move and attack faster for a short time, while onboard Wildfire Explosives ignites the area around him to make enemies panic in fear.

-Strike Goliath (200CP): Goliaths are multipurpose mechs that are supposed to be replaced by Viking transforming fighters. Goliaths have autocannons for ground attack and Hellfire missiles for Anti-air work. Strike Goliaths come standard with Multi-Lock weapon systems, allowing them to engage ground and air targets simultaneously. They come in squads of 4. The Elite Goliath has both an Ares-class Targeting System and a Laser Targeting System to drastically increase his weapons effective range. His Hellfire missiles are augmented by Lockdown warheads, stunning airborne mechanical targets. Regenerative Bio-Steel keeps the Elite Goliath operating, while a Jump Jet system lets it take advantage of terrain obstacles.

-Cyclone (100CP): Originally designed as a drone, this manned unit can use its Typhoon Missile Pods on aerial and ground targets, and can continue firing while moving, allowing it to either escape or pursue a target. It can also Lock-On to a target, allowing it to launch a continuous barrage, unless the target moves out of range or sight. They come in squads of 3. The Elite Cyclone benefits from a Mag-Field Accelerator, doubling the damage of its Lock-On attack, while Targeting Optics drastically increase the range it can see and use its weapons. The missiles have been upgraded with Lockdown warheads, preventing mechanical targets from moving for a short time. Lastly, it also benefits from Regenerative Bio-Steel for repairs in the field.

-Siege Tank (200CP): Terran Siege Tanks are a key part of their arsenal and have been for decades. Bunkers full of marines may have held the line, but Siege Tanks killed off the enemy with artillery fire. Each Siege Tank can transform into Siege Mode, letting it exchange it's 180mm shock-cannon for the Crucio shock-cannon, which is far more damaging and longer ranged. Shaped Blast technology uses smart shells to adjust the siege blast to avoid damaging allies, vastly reducing rates of friendly fire. Siege Tanks come in squads of 3. The Elite Siege Tank uses Maelstrom Rounds with added armor penetration to really hurt primary targets, while Advanced Optics increases its overall range. Shock and Awe training causes siege-mode attacks to stun most targets, while slowing massive enemies. The driver's Graduating Range training lets them increase the effective range of the Crucio shock-cannon the longer they are in siege mode, while Advanced Siege technology both increases the transformation speed and increase armor effectiveness while in siege mode. If the Regenerative Bio-Steel isn't enough to keep the tank operational, the Immortality Protocol can restore the tank to full operation, assuming the wreck hasn't been destroyed. The engine has been supercharged with an Afterburner to let it put on short bursts of speed, while Jump Jets let it bypass obstacles or just relocate while in Siege mode. Armament Stabilizers let the Elite Siege Tank be picked up by

friendly medivacs while in siege mode, and can attack enemy air targets while hanging from said medivacs. Lastly, the Elite Siege Tank can also deploy a trio of Cerberus spider mines.

-Thor (300CP): The Thor series is classified as a Siege Walker, meant to wade into an enemy's defensive lines, soaking up hostile fire so that the following allies don't have to. In fact, individual Thors have so much armor they can be in a nuclear detonation and still be operational. Each Thor has 2 Thor's Hammer particle cannons in each arm for hammering ground targets. For anti-air work, Javelin missile pods in the chest can shred clusters of aerial targets, with lighter aerial targets being even more vulnerable. The back mounts a set of 250mm cannons that fire salvos on ground targets, or switch to Punisher AA shells to focus fire on armored aerial targets. Each squad comes in a squad of 2. The Elite Thor has its 250mm cannons replaced with 330mm strike cannons that can damage air and ground targets in a single salvo, though Smart Servos do allow for the Punisher shells to be switched in quickly. For when absolutely no enemy air is allowed, the Elite Thor can go into Overwatch mode and fire Inferno Volleys to absolutely shut down the local airspace. Advanced Optics improve the range and accuracy of the weapon systems, while the Cellular Reactor doubles the walker's energy capacity. And while it is capable of self-repair via the Regenerative Bio-Steel, it also has an Immortality Protocol that lets it repair itself from wreck to operational status. It can also use a Bulwark Field to increase the armor rating of any nearby friendly forces.

-Widow Mine (100CP): The Widow Mine is the conceptual grandchild of the old Spider Mines, and draw inspiration from Zerg burrowers. These drone bots are designed to walk to a target area, burrow into the ground, and wait for an enemy to appear. Once they do, they use the onboard missile manufacturing plant to launch short range Sentinel missiles at ground or air targets. The Sentinels benefit from the Crucio cannon's technology to reduce friendly fire incidents, which is needed since the Sentinel missiles use fragmentation warheads to strike a large area. Unlike Spider Mines, Widows do not normally destroy themselves and can continue denying an area after engaging an enemy. It does take them 29 seconds to construct and reload Sentinel missiles, and the missiles cannot be fired unless the Widow is burrowed. They come in squads of 4. The Elite Widow Mine benefits from a Drilling Claws upgrade which lets it burrow 3 times faster, while also letting it further hide itself from any enemy except a Detector. It upgrades the Sentinel Missiles to Executioner Missiles, letting it reload in only 9 seconds, and if the Elite Widow is destroyed, as its last act, it will shower the nearby area with incomplete munitions. Black Market Launchers accelerate the launch speed of the Executioners, giving the Elite Widow a larger engagement radius.

-Viking (200CP): The Viking is designed to replace both the Wraith fighter and the Goliath Walker. Both had shown a weakness against Zerg flyers, and the Viking uses a transformation to provide both an aerial superiority platform, as well as a ground support walker. In Fighter Mode, the Viking uses Lanzer Torpedoes to attack flying targets, though they are primarily meant to puncture armored units. In Assault Mode, the Viking uses Twin Gatling Cannons to lay down suppressive fire. They come in squadrons of 6. The Elite Viking benefits from many available upgrades. The Lanzer Torpedoes are replaced with Ripwave Missiles that explode into

deadly burst of sub-atomic shrapnel, while the Gatling Cannons use Shredder Rounds that can overpenetrate targets to strike enemies behind them. It also does more than double damage with its weapons against massive enemies. After transforming, the Elite Viking does 50% more damage for a short amount of time. In Fighter mode, it can use its training in Evasive Maneuvers to avoid some incoming attacks. In Assault Mode, when taking fatal damage, the Elite Viking will switch to Fighter mode and gain a temporary energy shield barrier for a short time, but cannot be used again for a while afterwards. W.I.L.D. Missile pods are incorporated, allowing the Elite Viking to fire a burst of 5 missiles at a single target. The Advanced Optics and Phobos-class weapons system boost the effective range of the weapon systems, while Smart Servos drastically speed up the transformation speed. While it carries Afterburners to increase its speed, it can also use Tactical Jump to relocate to any position on the battlefield. It also has Aesir Turbines for a 55% boost to normal flight speed. Lastly, the Elite Viking also has Regenerative Bio-Steel to stay operational.

-Wraith (200CP): The classic Wraith fighter is being phased out by the Viking, but some do still prefer it. Each Wraith comes with a cloaking device, Gemini Missiles for anti-air, and Burst Laser for anti-ground. They come in squadrons of 6. The Elite Wraith has the benefit of many upgrades. It loses the Gemini Missiles in exchange for a faster firing and more damaging Burst Laser that can fire on aerial and ground targets, while a Pulse Amplifier increases the Burst Laser's power 300% while moving. Also, a Trigger Override upgrade boosts the Laser's fire rate by 10% every time it is fired in a short time, up to a 100% increase. Advanced Optics logically enhance the laser's accuracy and range. The cloaking can now be constantly used via a Unregistered Cloaking System seized from mercenaries, while a Displacement Field lets the Elite Wraith avoid 20% of incoming fire if it is detected while still cloaked. Whatever it can't dodge, Regenerative Bio-Steel can fix. Tomahawk Power Cells and a Cellular Reactor boost its energy capacity. Lastly, it benefits from a Tactical Jump capability, letting it relocate itself to anywhere on the battlefield.

-Medivac Dropship (200CP): Analysis of historical battle showed that while Medics play vital roles in Terran tactics, they pay for this by also being priority targets for any intelligent enemy. In addition, wounded would then need to be transported to the medics, meaning they could die en route. Dominion Marines developed the Medivac Dropship concept in the field, and Arcturus Mengsk authorized the development. By pairing a dropship design with an onboard triage center, troops could be kept in the field longer. In addition, laser scalpels and auto-sutures let the Medivac perform operations from a distance, though they are normally only able to focus on one patient at a time. Lastly, as a transport, Medivacs can carry Siege Tanks and Thors, though Thors must be folded up into a travel configuration and take up the Medivac's entire transport capacity. They come in squads of 4. The Elite Medivac usse afterburners to get to and away from a battlefield. It's Expanded Hull increases its carry capacity, while a Rapid Deployment Tube lets it deploy transported units almost instantly. An Advanced Healing AI lets the Elite Medivac heal two patients at once, while Auxiliary Med-Bots increases the effectiveness of the healing. A Cellular Reactor increases energy capacity, letting it use its heal beam longer, while

Regenerative Bio-Steel helps keep itself alive. It also has a Scatter Veil system, which provides permanent cloaking and also a decently strong energy shield.

-Hercules Dropship (200CP): Hercules-class ships are normally commercial cargo transports, but when converted to dropships, they really do shine. Even the Defenders of Man have some. A Hercules can carry 4 times the troops of a normal dropship, and if the Hercules is destroyed, the passengers can land in escape pods with only light harm. They can also deploy troops nearly instantly with Rapid Deployment technology. Lastly, the Defenders of Man equip their Hercules with Tactical Jump technology, letting them get anywhere on a battlefield quickly. They come in squads of 2. There is no Elite Hercules, since it is identical to the Escape Ship item offered above.

-Banshee (200CP): Banshees are VTOL aircraft meant to be cheap and reliable tactical strike aircraft. While their main means of locomotion is a turbofan that requires an atmosphere, their cockpits are fully sealed and have limited vacuum propulsion systems, letting them be deployed from orbit. They use Backlash Rockets to pound ground targets, and have a cloaking system to hide themselves. They come in squadrons of 4. The Elite Banshee replaces the Backlash rockets with Shockwave Missile Batteries, letting them target enemies in a line. It can use a Rocket Barrage to bombard a target area even more than usual. It takes advantage of Advanced Cloaking technology to stay permanently cloaked, while a weird quirk of the cloak improves weapon range while cloaked. Hyperflight Rotors improve the overall speed and acceleration of the Elite Banshee, while Afterburners let it double its speed for a time. A Cellular Reactor improves its energy capacity, while Regenerative Bio-Steel keeps it flightworthy.

-Liberator (200CP): Liberators were developed just before the End War, and were envisioned as an air superiority platform that would be the successor to the old UED Valkyrie. The Lexington Rockets they fire can target multiple targets at a time and have burst warheads to affect multiple targets at once. Later models also included a transformation system to become a stationary bombardment platform for an air-to-surface plasma cannon, though the cannon can only fire at a designated area ahead of the Liberator. Liberators come in squads of 3. The Elite Liberator uses Advanced Ballistics to increase the range of the plasma cannon, while Raid Artillery software lets the cannon target structures. Smart Servos make the transformation process 4 times faster. The Elite Liberator can cloak, while Regenerative Bio-Steel keeps it alive.

-Raven (300CP): Ravens are drones that are theoretically remote controlled by a Terran operator, but also have an onboard AI core that makes some in the Dominion nervous. In addition to their extremely powerful sensors that can track everything from cloaked enemies to the private conversations of civilians, Ravens carry an on-board advanced manufacturing plant containing a large amount of nanomachines that can fabricate a wide variety of mission critical equipment, such as Auto-Turrets, Anti-Armor Missiles, Seeker Missiles and Point Defense Drones. They can use an Interference Matrix to stun a mechanical or psionic unit, while also rendering them visible if previously cloaked. They come in squadrons of 2. The Elite Raven adds Spider Mines and Railgun Turrets to its manufacturing options, while Hunter-Seeker

Missiles replace the Seeker Missile design. The most important addition it can now make is the Bio-Mechanical Repair Drone, which is a separate flying unit that can heal and repair biological and mechanical allies. The Drone benefits from Covert Triage technology that increases its heal/repair rates, and also cloaks allies currently undergoing healing. A Cellular Reactor increases the energy capacity the onboard AI can use, while Regenerative Bio-Steel keeps the delicate systems functional. Its Enhanced Manufacturing lets it store two additional pieces of each manufactured device. Besides the internals, the hull has even more sensitive electronics, letting it Analyze Weaknesses of enemy units, making them more vulnerable to attack, while Multi-Threaded Sensors mean it can Analyze up to 4 hostiles. It can also detect the locations of units beyond the normal sensor coverage, letting its commander be aware of potential enemy movement. If it stops moving and doesn't use any active abilities, the Elite Raven can enter a permanent cloak via a Silent Mode. Lastly, the Elite Raven possesses Tactical Jump capabilities, letting it relocate to anywhere on the battlefield quickly.

-Science Vessel (300CP): Science Vessels have been a rare but constant sight in Koprulu. They are where questionable and/or risky research takes place to avoid contamination of planets or simple escape risks. It has onboard laboratories, prototype manufacturing, and large data libraries, as well as a medical facility for crew, experiments, and/or psionic personnel. On the battlefield, the Science Vessel's powerful sensors can detect cloaked and burrowed units. A new innovation has led to them using a Nano-Repair beam to heal mechanical units, giving them a role escorting high-value allies like Thors and Battlecruisers. In addition, they can also Irradiate a target, which while not affecting targeted mechanicals, will damage biological enemies near it. They come in squadrons of 2. The Elite Science Vessel has an Improved Nano-Repair that no longer lowers its energy reserves, which are also boosted by a Cellular Reactor. It can instead spend that energy on its Defensive Matrix, which grants a short-lived but effective energy shield on an allied target. Or, the Elite SV can emit a cloaking field to hide nearby targets, however the method involves means it can't cloak itself or benefit from another Elite SV's cloaking either. It can keep itself alive via Regenerative Bio-Steel. Lastly, some commanders choose to equip Elite SVs with plasma weaponry, which can target ground and air targets, and killed targets leave a pool of harmful plasma residue behind to hurt and slow other enemies.

-Battlecruiser (400CP): Ah, Battlecruisers. The true symbol of Terran might. These beasts are equipped with ATA Batteries that are faster firing and more accurate, and are meant for anti-air work against lighter flyers. Their ATS Batteries fire slower but more powerful bolts to reduce ground units to ash. And the most iconic Battlecruiser weapon is the Yamato Cannon, a spinal mounted cannon that has impressive range and firepower, but can only be used every so often. Defensively, they rely on armor, but have so much of it that they can endure a nuclear detonation and still be functional. And lastly, modern Battlecruisers benefit from Tactical Jump capabilities, letting them reinforce their weaker allies wherever they may be on the battlefield. Battlecruisers come in squadrons of 2. The Elite Battlecruiser has a lot of advantages over the stock version. Their weapon systems are replaced with ATX batteries, which allows the Elite Battlecruiser to target multiple enemies at once and engage them with hard hitting shots, even

while moving. They have Missile Pods to handle clusters of enemy fliers, especially lightly armored ones. They can deploy a Defense Matrix at will, granting them a short-lived but powerful energy shield. Thanks to Advanced Cloaking Field technology, they can cloak themselves for a time, and to fuel these energy hungry upgrades, it has a Cellular Reactor. If needed, an ability to Overcharge the Reactor lets you turn your Yamato Cannon into a Mini-Yamato particle cannon, letting it fire slightly weaker and shorter ranged blasts at far faster rates. If you want full-power attacks, the Yamato Cannon has been upgraded to store 2 charges at a time, can deal damage in an area around the initial target, and can fire 3 full-power shots per charge, and can acquire different targets per shot. If the Tactical Jump wasn't enough to get it to the target area (and the Elite Battlecruiser can store 2 charges of Tactical Jump), Afterburners can double the Elite Battlecruiser's speed. Advanced Optics increase the range of all weapon systems. It can also use Field Assisted Targeting Systems to provide firing data for nearby friendly ranged ground units, which increases how far they can effectively shoot. Lastly, the Elite Battlecruiser can repair itself with its Regenerative Bio-Steel.

Companions: If you fail to get a Companion's agreement to join you, and you spent CP on them, you may spend that CP elsewhere, either during or at the end of the jump.

-Canon Companions (100CP each): Have you struck up a friendship with a notable someone? Accidentally gotten married in a pirate port? If you can convince them to come with you, then bring them along. You'll get a guaranteed chance to meet them and have a conversation. However, you must get their consent, and it might be a dick move if you let them die after that, though it could still work out. Somehow. You cannot take Nova with this option.

-Nova Terra (200CP): Born November Terra on Tarsonis, if you want her to join you, you have a few more conditions to fill. You must get her consent. However, any and all fiat-backed means of changing her mind will not work for purposes of getting her to agree to accompany you. So, good luck. Her memory has been swiss-cheesed to hell to make her loyal to the Dominion, and she's a prideful one at that. For your troubles, if she says yes, then Nova has all General Perks, all Ghost Perks, a C-20A Canister Rifle, a Ghost Visor, a Tactical Stealth Suit, and the actual Griffin.

-Elite Unit Companions (no additional cost): There's no added cost to taking Elite Units as companions, but here's some more details. All their gear and upgrades are fiat-backed, and they have the skill to use them well.

-Your Own Crew (50CP each, 200CP for 8): You may import a companion into this setting. They may pick a gender, age, origin, and have 600CP to spend. They also benefit from any free perks, but only have two free 100CP items they can take, plus the other item discounts. They also do not gain any extra CP for Units. If you are already paying for an Elite Unit, then you may have the Companion you are importing become that Elite Unit for no additional cost (example: pay import cost here, then pay for Elite Unit above), in addition to their normal Origin.

Drawbacks:

-No Time To Relax (+0CP): Have you already been to this universe before? Well, here's a continuity toggle for you. You can jump straight from the end of any active war in another Starcraft jump straight to this one. It might be a little confusing though, since depending on when you are coming from, some amount of years will have passed. Alternatively, if another Starcraft jump only covers events up to a certain point in time, you may also use this toggle to skip from then to now (AKA this jump). This is not available if that jump directly involves you in a war somehow (AKA drawback fiat).

-Nova's Replacement (+0CP, Ghost origin only. Cannot take Nova as Companion): You are a loyal Ghost of the Dominion and you've woken up in a strange terran base, and there's a warning on your visor saying that they are going to kill you. What do you do? No matter what, you've replaced Nova for the events of the Nova Covert Ops missions, so try not to screw up, you've got multiple Zerg and Tal'darim invasions to deal with.

-Memory Problems (+100CP): You've been exposed to memory alteration methods so many times that your memory is a leaky sieve, causing you to start forgetting about allies and enemies. If they help you remember, either by gently reminding you of shared experiences, or attacking you a few times, you will start to slowly recover those missing memories.

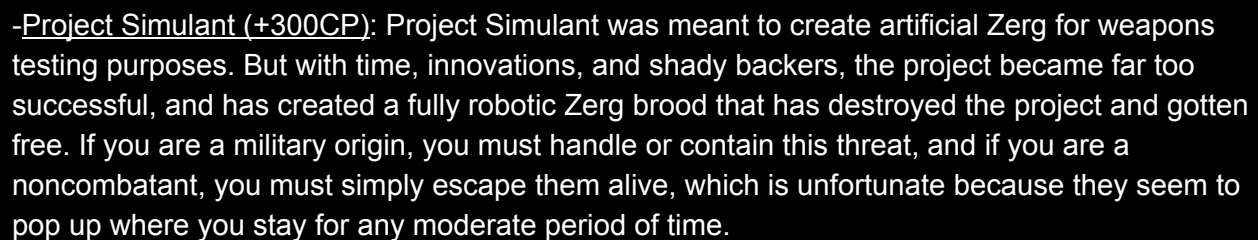
-Enemy In Authority (+200CP): You don't know this yet, but you have an enemy above you. They may be in government, and/or outrank you, and they really don't like you and will seek your defeat and/or death. Here's hoping you are good at gathering evidence to figure out who it is.

-Local Powers Only (+200CP): Think you could handle your time here with just the locally-provided abilities? Taking this drawback locks out any perks and/or powers you acquired from outside this setting. You'll get them back after the jump is over.

-Local Assets (+200CP): You are not able to take anything out of your Warehouse that you acquired in other settings. You are still able to access your Warehouse and any attached properties, you just can't take anything out that didn't originate in this setting. Feel free to store stuff though.

-Zerg Lure (200/300CP): You attract the Zerg like a natural Psi Emitter. The Swarm under Overqueen Zagara doesn't give a crap about you, but ferals will be very interested. At the first level, you should be alright as long as you avoid feral zerg space or zerg invasions. At the higher difficulty every zerg in the sector will have a general idea where you are, and have some reason to be interested in hunting you down.

-Hostile Nova (+300CP, cannot take Nova's Replacement drawback, or take Nova as a companion): You may have pissed off someone in power in the Dominion, or just look like a threat. No matter the reason, Nova is coming after you with all her abilities, allies, and her Covert Ops crew, including the Griffin. And you can't kill her, she has a Stasis Shell that will always teleport her to safety and heal her.





-Price On Your Head (+300CP): You've got a bounty on your head, and the lawless scum of the terran underworld are coming to collect on it. Expect varying levels of competency, ruthlessness, and equipment to be coming after you. Stay free long enough, and you might even have Mira's Marauders after you.



-Tal'Darim Hunted (+300CP): The Protoss are a prideful race, and the Tal'darim are even worse about it than most. You've somehow insulted the Tal'darim, and you now have an Ascendant after you with a detachment of Tal'darim. On one hand, the Ascendant personally wants your head, which sucks. On the other, since they personally want to do the job, at least you don't have to worry about the invisible Blood Hunters coming after you.



-Ihan-Rii Awakened (+300CP): The Ihan-Rii are a fanatical warrior tribe of the Protoss, who split from their brethren millenia ago. They believe they are the one true descendants/inheritors of the Xel'naga, and that if they fight with valor, that they too will achieve godhood. They've been lurking on the edges of the Koprulu sector all this time, watching and mimicking their brethren. They use an animated stone material for their constructions, as well as recovered/repurposed Xel'Naga artifacts. They draw power from the Void. More importantly, one of their leaders has somehow gotten the idea that you are an obstacle in their way. Maybe killing you will please the Xel'naga, or maybe you would prevent their ascension to godhood? Whatever the reason, you now have to fight off a tribe of protoss that was never weakened by the End War or by Amon. And don't laugh at their stone ships, they are equal in power to any Daelaam or Tal'Darim vessel.



Congrats, you've survived a decade in a sector full of ways to die. Did you make friends? Enemies? Practiced your psionics, or studied the sciences? Well, whatever you've done, it's now time to make a decision. But first, have some souvenirs. You'll find some Commemorative Bobbleheads and Pez Dispensers in your Warehouse, as well as an Existence-supply of every flavor of Pez. Now, what's your decision? No matter what you decide, all Drawbacks are removed.

-Stay: Oh, so you've fallen in love with the Koprulu sector, have you? Well, stick around, it could always use more Terrans around here.

-Go Home: Tired of defending/destroying/fleeing other people's homes, and just want to head back to yours? Fair enough. Grab your gear, and head on back. Just, maybe avoid using that Psi Emitter when you return?

-Move On: The Koprulu sector is nice, but it's just one sector of one galaxy of one universe. There's more to see, and you are ready to continue on your Jumpchain.

Notes (for Jumpers):

-This jump would normally have nothing to do with the Starcraft Xel'Naga Scenario supplement, and would not be used for that scenario.

--However, I've spoken to Lone Valkyrie and they've said they don't care either way if people use a build from this jump as a substitute for a SC-Terran build.

-Any links in this jumpdoc are meant to be supplementary or sources, but doesn't require actually using them. Trust me, if I had meant for them to provide all the detail, this jump would have been much easier to complete...

-Psionics: You are Nova's psionic equal, and any abilities she's shown, you can potentially use. Empathy, Telepathy, Telekinesis, Psionic attacks, psionic healing, and Psionic Radar that detects psionics at long ranges. And potentially more.

-Item Merger/Import: It is up to each person if an imported/merged item simply gets a new alt-form, or has some sort of merged single form.

-Item discounts: If you are using an item discount, regardless of tier, on a 100CP item, that item is free. I will never have an option be reduced to 50CP, if I can avoid it.

-Ammunition/other consumables: Because this is a RTS setting, ammunition and other consumables needs to be addressed. In this jump, consumables will be constantly replenished, for example a gun that always has another clip, or a reactor that always has another batch of fuel. This affects all items/vehicles/etc in this jump, regardless if it was taken with CP or not. Outside this jump, CP-purchased items/units will continue to have replenishing consumables. Non-CP-bought items, such as things acquired in-setting, will not have fiat-backing, but will benefit from the "Consumable Schematics" free item, which gives you the schematics to make more, assuming you have some sort of crafting/industrial base you can use.

--Consumable Schematics also applies to non-CP purchased stuff from other jumps. But again, only plans to make more, not resources or manufacturing capability.

-Indoctrination Visor: To use this, you must have some form of psionics or telepathy. It does not have to be from this jump.

-Monomolecular Blade: Lore and tooltips say the Monomolecular Blade bypasses armor and shields, despite the fact that in-game testing does not reflect this. The CP-backed version will honor the lore regardless.

-All Suit items have the basic features of a Hostile Environment Suit. NBC protection, environmental protection, strength/durability/agility enhancements, and so on.

-Command Center: The Command Center's limited production lines are intended to give you the ability to make small items such as ammo for weapons, create fuel (theoretically from Vespene), and replacement parts. Basically, it helps keep an army running, but not enough to add more units/weapons by itself. This function was added to complement the Consumable Schematics item, just in case a Jumper didn't have their own manufacturing capabilities already.

-Glider Extraction Device and Terrazine: This is a source of constant terrazine extraction that you can do whatever you wish with. In-setting, Terrazine is used to return Nova's memories via

Reigel's mad Science! skills. The Tal'Darim also use it to enhance their connection to the Void, and possibly also addictive. It can also be used in conjunction with Jorium to make Spectres.

--Terrazine: The wiki implies that Terrazine is required constantly for Spectres, but nothing explicit. We also don't see Spectres lose their powers from lack of Terrazine. I'm ruling that Terrazine is simply addictive, and if not cut with Jorium, can be mentally destabilizing and/or causes hallucinogens. But you don't need a constant source for the simple psi-boost.

-Griffin: The army storage works on whatever method you choose, my assumption is dimensional folding or something. The reason for this note is because according to concept art, the Griffin is about the size of the SR1 Normandy from Mass Effect.

-Army/Structure Transportation: In this game, there is no convenient explanation for how Nova has been transporting her base/army/covert ops crew around. Theoretically, it's via the Griffin, but the ship looks like it's about the size of the Normandy SR1 from Mass Effect. The ship is too small to carry a Command Center, let alone all the other (mobile) structures. It's not Battlecruisers, which are huge, but Nova only gains access to in mission 8. So, when it comes down to transporting any Units/structures, fanwank it somehow.

-Ghost Academy: If you have a source of psionic/psychic recruits, or are in a setting with psionics, you can train and outfit additional Ghosts. However, if you are in a non-psionic setting, while you can train Ghost-like specialists, they don't have any psionic abilities. I will allow cloaking, since there is the Army Upgrade and Elite Reapers that have infantry-scale cloaking.

-Units: The term "Unit" refers to a single entity, whether it's a Marine or a Battlecruiser.

Squads/squadrons are a term just for the Units section that tells you how many Followers you get per purchase, and doesn't have any relevance outside that section.

--All unit purchases come with the ability to create more of that unit, which includes training and equipping them. This was always meant to be the case, but I may have forgotten to make that previously explicit. This does mean that an Elite Unit would only come with one example of that unit, but does mean being able to create equivalent units as well.

--Elite Units would cost the same in in-setting resources to create as a normal non-Elite Unit. Hey, you paid CP for it, so enjoy.

-Followers: Followers, by my definition (especially in this or other strategy-based jumps), will follow you from jump to jump, and while they do not have any (innate) anti-death/aging stuff, if they do die, then they will be replaced by a functionally-identical generic person/copy in the next jump/setting. In fact, every new jump, Followers are replaced by functional identical generic copies. Followers are meant to be faceless and non-specific, and if you want them to be individuals, feel free to import them as a companion somewhere down the line/jumpchain.

-Elite Units: Elites pull details from campaign upgrades and features, as well as Co-Op mission stuff. For example, the Elite Ghost pulls from Ghost upgrades from Raynor's Raiders, the Defenders of Man, Nova's Co-Op Spec-Ops Ghosts, and Vega, a mercenary Ghost from Tychus co-op arsenal. If I missed a detail, and you can point to a source, you can include it. Exceptions are non-mercenary unique characters, such as using Nova herself for Elite Ghost details.

--Elite units also include anything the non-Elites can do, such as the Ionic Shield that non-Elite Ghosts have access to.

--Elite Reaper: This should technically pull more details from Crooked Sam, but by that point I had way too many bonuses for an Elite Reaper that I just didn't include it. If you think otherwise, feel free to fanwank those details in.

--Elite Ghosts: These guys have way too many powers. It comes from how many different ghost variants there are. Anyways, I've chosen not to include Ultrasonic Pulse from the Spectre/Nux sources because one version is a simple stun, the other is a small range damage effect, both of which aren't needed by the Elite Ghost. Labyrinth Cloak is also not included, since it's effectively an emergency temporary cloak that somehow makes you invulnerable. This is weird, so Elite Ghosts get to keep their permanent cloak instead.

---If you have the Psionic Ability perk, or have some form of psionics from another jump/setting, the Elite Ghost may train you to use their abilities/gear. If you want pyrokinesis and have the Psionic Ability perk, you'd need to learn from the Elite Ghost, as pyrokinesis is not an ability that Nova has ever displayed.

-Taking Nova as a Companion: The restrictions I put in on recruiting her are meant for fiat-backed abilities that are ones that "guarantee" success in convincing her. Mind-control, hypnosis, trust-me aura, godly charisma, etc. Things that would help you convince her would still work, such as empathy, telepathy (may be risky since Nova could likely detect it), psychology, or other knowledge-gathering means. The simplest counter is non-fiat backed charisma and/or psychology knowledge, or just knowing what motivates her.

-Warp Engines: Warp engines are the local means of FTL, and every race uses some variant of it, even the Zerg. For Terrans, small craft can have short ranged Warp engines, but for longer jumps, you need the added energy generation and computing power of larger ships such as Battlecruisers.

-Some of the numbers in the wiki are wrong. For example, a recent (Apr 15, 2019) speed run of a mission on normal difficulty reveals that the Blazefire Gunblade does 80 ground/80 air damage, not 60/40 as the wiki claims. And it's special move costs 100 energy, not 50.

Credits:

-Credit to Lone Valkyrie for making Starcraft Protoss and the Xel'Naga Ascension Scenario, which inspired me to stop slacking and finish my SC2 playthroughs, which got me to make this jump. Also, I copied a lot of the details for the mineral/vespene and Command center items from the protoss jump, since I liked the way they had written them.

Version History:

-v1.04: Opened up item discounts to Companions. It's simpler this way. Added "Local Powers Only" and "Local Assets" drawbacks (thanks to LtMauve on SB for pointing out they were missing).

-v1.03: Added details from the Mengsk Co-op commander to Elite Units. Explicitly stated that purchased Units also come with the ability to train/create more of them, including Elites. Added some changes to Elite Ghost details (Vega the co-op ghost may have been buffed/nerfed). Added note that Elite Ghost can train you in their abilities if you have some form of psionics. Added a continuity toggle for other Starcraft jumps (but it's not usable if you took a drawback there to be involved in a war in that other jump). Added another Protoss enemy drawback to even out the racial army drawbacks, this time using the Ihan-Rii.

-v1.02: Glider Extraction Device added because I somehow hadn't provided a source of Terrazine. Added a note on Terrazine.

-v1.01: added note on Item discounts and how they affect 100CP items. Adjusted Psi Emitter to lure psi-sensitive monsters instead of Zerg in other settings. Added Kel-morian ripper rounds to Elite Marine. Added note on Ghost Academy training/outfitting Ghosts.

-v1.0: Peer reviewed version. First official release.