



STARCRAFT v1.21

Rules for StarCraft v1.21

RULES

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This is a SIK game: the rules are pretty simple. See the Standard Rules¹ for stuff like ZOC, Don't Annoy the NPs, and Not Here. We expect you to be familiar with them, although we won't be using much from them.

These are the rules for Version 1.2: they replace the rules from earlier versions.

Logistics

The GMs expect you to arrive at the control room (34-3) at least half an hour before game start.

Bring a couple pencils or pens, as you'll be writing on many signs. Bring a watch or other timekeeping device: you'll often need to know what time it is.

We want to run games with a minimum of chaos between, so at game end, please return to the control room quickly.

Between games, we need your help removing your old base, but not messing with terrain signs.

Teams and Battles

StarCraft is essentially a live-action version of player-vs-player on Battle.net. As such, everybody gets a full information on how all the units work, how the tech tree works, etc.

The players have been split into two teams, Red and Blue, each with a team commander and a list of people who'd like to be squad leaders. You are encouraged to name your team and plan strategies before the game runs.

Please wear clothing that makes your team color obvious from a distance.

We plan to run two battles that we expect to run for about 90 minutes each. We may adjust the number depending on how things play out.

A battle runs as follows:

- Commander chooses race (Terran, Zerg, or Protoss). The other team isn't told the choice.
- Teams are dispatched to their starting bases. Each team starts with an HQ, a Peon Chain, and four free base units (Marine, Zergling, or Zealot).
- The battle is over when one team has lost all of its HQs and does not have enough minerals currently available to build a new one. If you've lost your HQ, you must be trying to rebuild, or else you've lost.

¹<http://web.mit.edu/jemorris/Rules>

Game Space

Generally, you may go anywhere in buildings 24, 26, 34, 36, 38, the basement of 32, and 32-3 West from 36 to the stairs.

There are flying-only areas where ground units cannot go. The boundary is marked with blue tape and there will be occasional signs reminding you it's a flying-only zone.

There will be plentiful doorstops holding open all the stairwell and hallway doors that we can keep open. Do not close these doors.

When entering a stairwell, declare the floor you're going to, go directly there, and exit the stairwell. Do not fight in the stairwells. You may not linger within double-ZOC of a closed door or stairwell. You may not fire from within a stairwell.

Stairwell rules do not apply to the deathtrap stairs (34/24 interface and 36-1/M/B interface).

Units can go outside between the first floors of the various buildings. The door to the outside will tell you where you can go and whether it is a flying-only crossing. Treat outside like a stairwell.

Only flying units may use elevators.

Combat

There are many types of projectiles.

- **Wussy pellet:** melee attack—1 HP to ground units only.
- **Boffer:** Ultralisk attack—5 HP to ground units only
- **Dart, Disc:** 1 HP. Disc guns may only have 10 shots loaded.
- **Larami:** 2 HP
- **Spell Packet:** artillery—5 HP to ground units only.
- **Rocket:** 15 HP – if you miss with a rocket, it does not use energy.
- **Ping-pong ball:** wierdshit effect

Ammo halts may only be called by mutual consent. Use only one hand for thrown weapons. Any unit that fires Larami may also use a dart gun or a lesser Larami if they prefer.

When somebody throws a ping-pong ball, they must call out the effect it will have. The effects are as follows:

- **Reveal:** de-cloak a unit for 5 minutes. (All race attack)
- **Broodling:** instantly kill any ground unit (except Reaver, Archon). (Zerg attack)
- **Ensnare:** move at a walk for 1 minute (heel-toe if it's a unit that normally cannot run), pass your gun around your waist between each shot (FSU attacks are not affected). (Zerg attack)
- **Scourge:** 5 points damage to any air unit. (Zerg attack)
- **Stasis:** freeze invulnerably for 1 minute; it's visible so declare it when hit. (Protoss attack)
- **Lockdown:** freeze mechanical unit for 1 minute. (Terran attack)

FSU Attack

Each race has one unit with an "FSU attack." This stands for Fuck-Shit-Up, and is the stand-in for the hard to mechanic effects Dark Swarm, Plague, EMP, Irradiate, and Psionic Storm.

In an FSU attack, you may use a disc gun in each hand. Incant a 3-count of "Bring it on!" then empty both guns rapidly into the enemy. If you take lethal damage or are frozen before the incant is complete, the FSU aborts; if you are frozen, the energy is lost.

You may move heel-toe during the incant and while firing. All damage to the unit doing the FSU is deferred until the end of the FSU attack. When the guns are jammed or empty, the FSU attack is over.

FSU attacks do not affect buildings, except for Peon Chains.

Special Abilities

Units with special abilities that cost energy have 4 units of energy (upgradable to 5). Energy regenerates at 1 point every 2 minutes. See the stat sheets for the description of particular units' special abilities.

Visual Identification

Units in StarCraft are distinguished by clothing, headband, hat, and sash.

The color of a person's clothing tells you which team they are on.

Hat size tells you how large the unit is: no hat is a small unit (e.g. Marine), a baseball cap or equivalent is a medium unit (e.g. Goliath), a sombrero or equivalent is a big unit (e.g. Siege Tank). The supply of big hats are a limiting factor for each team; if you run out of small hats don't worry about it.

A sash tells you that a unit is flying or stealth: flying units wear a yellow sash, stealth units wear a purple sash. If a unit is both flying and stealth, their sashes should be worn on opposite sides.

Headband indicates a general unit class:

- Yellow: wimpy unit (e.g. Zergling, Marine)
- Red: nasty unit (e.g. Goliath, Hydralisk)
- Green: carrier (e.g. Dropship, Overlord)
- Blue: mage (e.g. Ghost, Templar)
- Brown: static defense (e.g. Turret, Photon cannon)
- White: not playing the game.

Within each race, every unit has a headband/hat/sash combination that should be distinguishable from a long distance away.

Peon Chain, HQ, and Static Defense signs may have slightly different colors to make them easier to identify from a distance.

Stealth

Invisibility mechanics are icky, but stealth and detection is a big part of StarCraft, so we're implementing it.

A purple sash means stealth: if you stealth, you are not stealthed until you've finished putting on the sash. Stealthed units cannot be attacked except with the "Reveal" ability and FSU attacks. **Stealthed units may not block for visible units.** Remember: many units can attack while stealthed!

If you are stealthed and hit with a "Reveal," you immediately de-stealth and cannot stealth again for **5 minutes**.² This is a long time, but that's to balance the fact that the detector actually has to hit you with their ping-pong ball.

Game Economy

Resources are collected at bases. A base should have the following:

- A Resource Patch sign on the wall with Mineral and Vespene chits attached to it.

²This applies to Arbiter stealth as well: if your Zealot is Revealed while being cloaked by an Arbiter, the Arbiter can't recloak your Zealot for five minutes.

- Stat sheets for buildings, units, and upgrades
- New unit cards
- New building signs
- A big box of props (hats, big guns, headbands, etc)
- Several rolls of tape

Every team starts with a single base, run by the commander. The commander may designate secretaries to help with bookkeeping, and a subcommander to run each expansion base. All decisions to commit resources must be made by the commander at the main HQ or by an expansion base's subcommander.

Each team starts off with an HQ. During the course of the game, you may build more HQs, and the commander can choose to shift which HQ is the main HQ. In that case, everything moves to the new HQ, and you can start operations again when you've moved all the stuff over.³ You may not chase the HQ box if there are no rezzed units with it.

Resource Harvesting

A Resource Patch is a sign on the wall with Mineral and Vespene chits attached to it. To harvest resources, put an HQ and a Peon Chain within Double ZOC of the Resource Patch (although it represents units, the Peon Chain is treated as a building—for example, it can be destroyed by a nuclear strike).

Each research patch will list how many Peon Chains can harvest from it simultaneously: at the end of every continuous 5 minutes that an HQ and Peon Chain are in Double ZOC, the commander (or designated secretary) may move 1 Mineral and 1 Vespene chit per Peon Chain from the patch to the HQ. Thus, a 3 Chain patch with 2 Peon Chains harvesting yields 2 Mineral and 2 Vespene per 5 minutes, and one with 4 Peon Chains harvesting yields 3 Mineral and 3 Vespene per 5 minutes.

Once a chit is off the wall, the commander or subcommanders may spend resources by marking off the boxes on a chit.

Chits can be sent from one base to another by having a unit carry them. If you get killed carrying chits, proceed to your destination and deliver the chits, anyway. If you arrive at your destination and find that the base has been destroyed, bring the chits back.

You will begin the game with 40 minerals and 20 vespene gas.

Unit Construction

You can always have as many units as you want,⁴ though the number active is limited by the number of players. For any given type of unit, you are limited by the number of big hats and big guns provided to your team.

To create a new unit:

- Commander ticks off the appropriate resources and hands a stat card for the unit to the player.⁵
- The player marks currently active upgrades on the stat card. (You can gain other upgrades your commander buys later by tagging the upgrade sign in your main HQ and counting to 10.)
- The player gets necessary props, hat, and headbands, and goes Not Here to a building that can make that unit.
- If the building is there, they tag its sign, count to ten, and rez. Only one unit can be rezzing at a building at a time.

³Terrans can also fly their HQ around, in which case all the logistical stuff follows it.

⁴This is unlike the computer game, where there are supply restrictions.

⁵The commander can rez if he wants, but that's not recommended except in times of great crisis.

- If the building is *not* there, go complain to the commander and get the building rebuilt. **The resources spent on the unit are not lost, but are still committed to that unit.** Rebuild the building, or put the unit in an appropriate rez-carrier, if one is available. You can also just put the unit on ice and have the player do something else.

Zerg cannot build units if they don't currently have an HQ.

You can stop playing a unit and tape it to the wall at chest height in an easily visible location. This means a unit is *de-rezzed*. It is vulnerable, unstealthed, and can be shot with impunity. Units on the wall do not regenerate energy: write how much energy it has when you put it on the wall. If there's nothing written on it, it has no energy.

Rez carriers (e.g. Dropship, Arbiter) pick up any de-rezzed unit with a dot value. Generally this means ground units. Transports can often carry a limited number of *dots* of rezzes—units that can be rezzed from transports have their dots listed in stats.

When a carrier dies, all the rezzes it carries die as well. Carriers can transfer rezzes one at a time on a 3-count: you can't shove a stack in somebody else's hands as you die.

Buildings

Buildings will have their HP marked on them as checkboxes. To destroy a building, just shoot the sign enough times. When a building is destroyed, you may tear down the sign.

A building takes about 1 minute to build for every 10 HP (buildings will have their build time marked on them). To build a building, the commander allocates its resources, then sends it off with off with a rezzed unit (who is escorting the worker that's not represented). Buildings must be built on the ground.

The unit then goes off and tapes the building to the wall, and writes when the building will be done (the time starts when it is taped to the wall). Once that time arrives, the building is usable—as soon as it starts being built, it has full HP and can be attacked. If the unit dies before deploying its building, the resources are still allocated and the sign must go back to the main HQ, where the commander can send it out again with another unit.

Zerg buildings (besides the HQ) must be placed within double ZOC of a completed building and in highly visible locations. Terran and Protoss buildings can be placed anywhere at chest level.⁶

Terrans and Zerg can build 2 buildings at once; report to the commander when you've taped up a building so they know when it's started and will finish. Protoss can build as many buildings as they want simultaneously.

Most Terran buildings can also move: it will say on the sign. A player rezzes as the building (take off your headband and hold up the sign) and moves heel-toe, flying through the air. The building cannot create units or build upgrades while moving. The player moving a building can put it back on the wall in either a flying zone or a ground zone: in a flying zone, that means the building is still just hovering around and cannot make units. You may not use a flying building as a shield.

All races Peon Chains can move at a run on land. A Peon Chain takes 4 Dots of space.

Repair and Regeneration

Terrans can repair buildings and most units using Repair Chits, which represent expenditure of time and resources by non-represented workers. Repair Chits are built by the commander, are freely transferrable, and can be carried in unlimited quantities.

Repairable things consume either Mineral or Dual repair chits. These are NOT interchangeable. To use a repair chit, you must say "Repair 1, Repair 2, Repair 3" then destroy the chit. The repaired object then gains back 2 HP. If you die carrying repair chits, they are destroyed.

⁶Protoss are assumed to create sufficient Pylons.

Zerg and Protoss units and buildings regenerate for free. Zerg can regenerate all HP; Protoss only regenerate shields. In either case, regeneration takes place at 1 HP every 2 minutes.

In the case of buildings, it is the responsibility of the defender to write the time last attacked on the building so that new attackers know how many extra HP they must blow through to destroy it (If you're an attacker, why would you leave it standing if you aren't driven off?).

Static Defenses

Each team can build static defenses to protect their bases. These act like immobile units: a player can rez as a static defense, keeping their hand on the sign except when loading or dodging. A static defense fires Larami darts and Reveal pingpong balls. If there are no players around to play the defense, it is worthless. Wear a brown (snake-pattern) headband while you are playing a static defense.

Upgrades

The upgrade list shows all of the available upgrades, their effect, and the preconditions that must be satisfied. Each upgrade is done by a particular building, and takes 2 minutes unless otherwise noted. While the upgrade is going on, Human and Protoss buildings cannot create units; Zerg buildings can.

Upgrades cannot be purchased anywhere except the main HQ (to avoid confusion).

Upgrading is done as follows:

- Commander does a rough check of preconditions and allocates resources for the upgrade.
- Wait for the upgrade time to elapse.
- Commander sends a unit to tag the building performing the upgrade, verifying that it still exists and that the preconditions are satisfied.
- If everything is OK, the upgrade happens. If not, the resources are lost.

Once an upgrade happens, it should be marked on the list, and new units will have that upgrade. Existing units can get the upgrade by tagging the upgrade list at HQ and counting to 10.

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