



STARCRRAFT v1.21

BLUESHEET

## Zerg Stats

### Zerg Units

Name	Cost	Move	Weapon	HP	Hat/Color	Dots	Type	Special
Overlord	4M	heeltoe	none	5	small/green		F	Reveal, <i>8 dot rez carrier</i>
Zergling Pair	3M	run	melee	2	none/yellow	2		No regeneration
Hydralisk	3M,1V	walk	dart	3	small/red	2		<i>Upgrade to 1-Larumi</i>
Mutalisk	4M,4V	run	dart	3	none/yellow		F	
Scourge Swarm	1M,3V/ea	run	pingpong	1/ea	none/red		F	"Scourge" attack, aggregate unit, die on hit
Queen	4M,4V	run	none	3	small/blue		F	<i>Broodling (3E), Ensnare (1E)</i>
Defiler	2M,6V	run	none	2	small/blue	2		<i>Consume, FSU Attack (2E)</i>
Ultralisk	8M,8V	walk	boffer	15	big/red	4		Hit on 3-count "Rahr!"
Guardian	6M,8V	walk	packet	4	big/red		F	Fire on 3-count "Fire!"

#### Notes:

- Type: F=Flying
- Abilities in italics must be researched.
- All units (except Zerglings) regenerate 1 HP every 2 minutes.
- When Burrow is researched, Ground units can stealth on a 3 count (during which they cannot fire) and destealth instantly. While stealthed, units cannot move and cannot attack.
- Scourge Swarm is a swarm of expendable units. The listed cost is for a 1-unit swarm. You can add units to a swarm, giving it more HP and attacks: units rez individually, so rezzing a 5-unit swarm takes five times as long as rezzing a 1-unit swarm. Every time a swarm hits, it loses a unit (including that unit's HP). When a swarm is damaged, it loses one unit, a unit whenever it loses a unit-worth of HP: units cannot be regenerated.
- Zergling Pairs get double benefit from HP upgrades.
- Consume destroys 1 unit in return for 1 Energy (used on an undamaged Zergling Pair, it gives 2 Energy).

### Zerg Buildings

Name	Cost	Requires	Build Time	HP	Special
Hatchery	12M	none	4 min.	30	HQ, Build Overlord
Peon Chain	10M	Hatchery	2 min.	4	Harvest Resources
Evolution Chamber	3M	Hatchery	2 min.	17	
Spawning Pool	8M	Hatchery	2 min.	17	Build Zergling
Sunken/Spore Colony	8M	Evo. Chamber	30 sec.	5	Static Defense
Hydralisk Den	4M,2V	Spawn. Pool	2 min.	20	Build Hydralisk
Lair	6M,4V	Spawn. Pool	2 min.	45	HQ, Converted Hatchery, Build Overlord
Spire	8M,6V	Lair	2 min.	15	Build Mutalisk, Scourge
Queen's Nest	6M,4V	Lair	2 min.	20	Build Queen
Hive	8M,6V	Queen's Nest	2 min.	60	HQ, Converted Lair, Build Overlord
Greater Spire	4M,6V	Hive	2 min.	25	Converted Spire, Build Guardian, Mutalisk, Scourge
Defiler Mound	4M,4V	Hive	2 min.	20	Build Defiler
Ultralisk Cavern	6M,8V	Hive	2 min.	15	Build Ultralisk

#### Notes:

- Converted buildings replace an existing building. While the building is converting, it cannot build upgrades or units.

### Zerg Upgrades

Name	Cost	Location	Effect
Burrow	4M,4V	Hatchery	Ground units stealth. Also in Lair, Hive.
Ground 1	21M,21V	Evo.Chamb.	+1 HP for Ground units, 6 minutes
Ground 2	28M,28V	Evo.Chamb.	+2 HP for Ground units, 6 minutes, Prereq: Lair, Gnd. 1
Flying 1	16M,16V	Spire	+1 HP for Flying units, 4 minutes
Flying 2	22M,22V	Spire	+2 HP for Flying units, 4 minutes, Prereq: Flying 1
Muscular Augments	6M,6V	Hydralisk Den	Hydralisks can run
Grooved Spines	14M,14V	Hydralisk Den	Hydralisks get 1-Laramis
Ventral Sacs	8M,8V	Lair	Overlords are rez carriers. Also in Hive.
Pneumatized Carapace	6M,6V	Lair	Overlords can walk. Also in Hive
Ensnare	4M,4V	Queen Nest	Queen special ability
Spawn Broodling	4M,4V	Queen Nest	Queen special ability
Gamete Meiosis	6M,6V	Queen Nest	5 Energy for Queen
Consume	4M,4V	Def. Mound	Defiler special ability
FSU Attack	8M,8V	Def. Mound	Defiler FSU attack
Metasynaptic Node	6M,6V	Def. Mound	5 Energy for Defiler



## Protoss Stats

### Protoss Units

Name	Cost	Move	Weapon	HP	Hat/Color	Dots	Type	Special
Zealot	4M	walk	melee	2/2	none/yellow	2		
Dragoon	5M,2V	run	dart	2/3	small/red	4	M	
Templar	2M,6V	run	none	1/1	none/blue	2		<i>FSU attack (2 E), Hallucination (3 E)</i>
Shuttle	8M	run	none	2/2	small/green		FM	8 dot rez carrier
Reaver	8M,4V	heeltoe	packet	2/3	big/yellow	4	M	Fire on 5-count(3 count), Immune to Broodling
Observer	1M,3V	run	none	1/1	none/yellow		FM	Stealth, Reveal
Scout	11M,5V	run	1-Larami	3/3	small/red		FM	
Carrier	14M,10V	run	1-Larami	3/8	big/red		FM	<i>Upgrade to N-Larami</i>
Arbiter	4M,14V	run	dart	4/5	big/blue		FM	External Stealth, <i>Stasis (3 E), Unlimited rez carrier</i>
Archon	4M,12V	run	disc	9/1	big/red	4		Immune to Broodling

#### Notes

- Type: F=Flying, M=Mechanical
- Abilities in italics must be researched.
- The first HP number is shields, and regenerates at 1 HP every 2 minutes. The second number is body and doesn't regenerate.
- An Arbiter's External Stealth conceals units within Double ZOC on a touch. If they leave Double ZOC, they de-stealth. The Arbiter itself cannot Stealth, and must stay in front of the units its stealthing. An Arbiter's cloaking does not work if it is Locked Down or in Stasis: everything being stealthed by it de-stealths. An Arbiter also cannot Stasis itself.
- A Reaver throws packets on a count of "Fire 1, Fire 2, Fire 3, Fire 4, Fire 5." When its capacity is upgraded, it fires on a 3-count instead.
- Hallucination creates 2 duplicate units which cannot attack or use special abilities. They have half HP and die instantly when hit with a ping-pong ball.

### Protoss Buildings

Name	Cost	Requires	Build Time	HP	Special
Nexus	16M	none	2 min.	17/17	HQ
Peon Chain	10M	Nexus	2 min.	2/2	Harvest Resources
Gateway	6M	Nexus	2 min.	12/12	Build Zealot, Dragoon, Templar, Archon
Forge	6M	Nexus	2 min.	12/12	
Shield Battery	4M	Gateway	30 sec.	5/5	Recharge 2 Shields/Unit
Cybernetics Core	8M	Gateway	2 min.	12/12	Required for Dragoon
Photon Cannon	8M	Forge	30 sec.	2/3	Static Defense
Robotics Facility	8M,8V	Cyber. Core	2 min.	12/12	Build Shuttle, Reaver, Observer
Stargate	6M,6V	Cyber. Core	2 min.	15/15	Build Scout, Carrier, Arbiter
Citadel of Adun	6M,4V	Cyber. Core	2 min.	10/10	
Robotics Bay	6M,4V	Robo. Fac.	2 min.	10/10	Required for Reaver
Fleet Beacon	12M,8V	Stargate	2 min.	12/12	Required for Carrier
Templar Archives	6M,8V	Citadel	2 min.	12/12	Required for Templar, Archon
Observatory	2M,4V	Robo. Fac.	1 min.	5/5	Required for Observer
Arbiter Tribunal	8M,6V	Stargate+Archives	2 min.	12/12	Required for Arbiter

#### Notes:

- Units in italics also depend on another facility.
- Shield Batteries make 5 Units of recharge available for each 10 minutes. You can only tick off recharge for the current block of time: unused ones expire.

### Protoss Upgrades

Name	Cost	Location	Effect
Ground 1	13M,13V	Forge	+1 HP for Ground units, 4 minutes
Ground 2	18M,18V	Forge	+2 HP for Ground units, 4 minutes, Prereq: Ground 1
Flying 1	16M,16V	Cyb. Core	+1 HP for Flying units, 4 minutes
Flying 2	22M,22V	Cyb. Core	+2 HP for Flying units, 4 minutes, Prereq: Flying 1
Shields 1	12M,12V	Forge	+1 Shields for all units
Shields 2	16M,16V	Forge	+2 Shields for all units, Prereq: Shields 1
Reaver Capacity	8M,8V	Robo. Bay	Reavers fire on 3-count
Leg Enhancement	6M,6V	Cit. of Adun	Zealots can run
FSU Attack	8M,8V	Temp. Arch.	Templar FSU Attack
Hallucination	6M,6V	Temp. Arch.	Templar special ability
Khaydarin Amulet	6M,6V	Temp. Arch.	5 Energy for Templar
Carrier Capacity	4M,4V	Fleet Beacon	Carriers use N-Laramis
Recall	6M,6V	Tribunal	Arbiter special ability
Stasis Field	6M,6V	Tribunal	Arbiter special ability
Khaydarin Core	6M,6V	Tribunal	5 Energy for Arbiter



### Terran Stats

#### Terran Units

Name	Cost	Move	Weapon	HP	Hat/Color	Dots	Type	Special
Marine	2M	run	dart	1	none/yellow	1	-	<i>Stim</i>
Ghost	1M,3V	run	dart	2	none/blue	1	-	<i>Stim, Stealth (1E/min), Lockdown (2E), Nuke</i>
(Nuke)	8M,8V	N/A	N/A	N/A	N/A	N/A	-	Destroy buildings
Siege Tank	6M,4V	walk	melee	4	big/yellow	4	MD	<i>Packets in Siege Mode</i>
Goliath	4M,2V	run	1-Larami	3	small/red	2	MD	
Wraith	6M,4V	run	dart	3	small/yellow		FMD	<i>Stealth (1E/min)</i>
Dropship	4M,4V	run	none	4	small/green		FMD	8 dot rez carrier
Battlecruiser	16M,12V	walk	N-Larami	12	big/red		FMD	<i>Rocket (3E)</i>
Science Vessel	4M,9V	run	none	5	small/blue		FMD	Reveal, Defensive Matrix (2E), <i>FSU attack (2E)</i>

#### Notes:

- Type: F=Flying, M=Mechanical, D=Dual Repair, R=Mineral Repair
- Abilities in italics must be researched.
- Siege Tanks can convert into and out of siege mode on a 3 count, during which they cannot fire. In siege mode, they cannot move, but can throw packets on a count of "Fire 1, Fire 2, Fire 3."
- Defensive Matrix gives a 5 HP bonus for 30 seconds. Cannot be stacked: the new matrix replaces the old one.
- Nukes can be carried by Ghosts. To fire a nuke, the Ghost stands still and points a laser pointer at a building for a 15 count. At the end of that time, all buildings within double ZOC of the laser dot are vaporized, along with the Ghost unless they have the Ocular Implants upgrade. The laser cannot be blocked: it is there to indicate what building the Ghost is trying to destroy.

#### Terran Buildings

Name	Cost	Requires	Build Time	HP	Type	Special
Command Center	16M	none	4 min.	37	FR	HQ
(ComSat Station)	2M,2V	Academy	2 min.	17	D	Attached to Command Center, ComSat Scan
(Nuclear Silo)	4M,4V	Cmd. Center	2 min.	15	D	Build Nuke
Peon Chain	10M	Cmd. Center	2 min.	4	R	Harvest Resources
Engineering Bay	5M	Cmd. Center	2 min.	20	FR	
Barracks	6M	Cmd. Center	2 min.	25	FR	Build Marine, <i>Ghost</i>
Bunker/Missile Combo	8M	Eng. Bay	30 sec.	5	R	Static Defense
Academy	6M	Barracks	2 min.	15	R	
Factory	8M,4V	Barracks	4 min.	15	FD	Build <i>Siege Tank</i> , Goliath
(Machine Shop)	2M,2V	Factory	2 min.	17	D	Required for Siege Tank
Armory	4M,2V	Factory	2 min.	17	D	
Starport	6M,4V	Factory	4 min.	32	FD	Build Wraith, <i>Dropshop, Battlecruiser, Science Vessel</i>
(Control Tower)	2M,2V	Starport	2 min.	17	D	Required for Dropship, Battlecruiser, Science Vessel
Science Facility	4M,6V	Starport	2 min.	20	FD	Required for Science Vessel
(Physics Lab)	2M,2V	Sci.Facility	2 min.	15	D	Required for Battlecruiser
(Covert Ops)	2M,2V	Sci.Facility	2 min.	17	D	Required for Ghosts
Mineral Repair	2M	none	instant	N/A	N/A	Heal 2 HP
Dual Repair	1M,1V	none	instant	N/A	N/A	Heal 2 HP

#### Notes:

- Type: F=Flying, D=Dual Repair, R=Mineral Repair
- Units in italics also depend on another facility.
- Buildings in Parentheses are add-ons that must be placed touching the building they depend on: the building cannot build units while the add-on is being built. A building can only have one add-on at a time, but can fly from add-on to add-on. An add-on not touching the building it depends on is inactive.
- Flying buildings move at a heeltie rate and cannot build units or upgrades while flying.
- There may only be one nuke active per missile silo; it lives in the silo until a Ghost carries it out. A Ghost can carry as many nukes as they want, but they are lost if the Ghost dies.
- ComSat Scan sends a not-here player from HQ to go check out a place (including flying-only zones). Upon arriving, has 30 seconds to throw up to 5 Reveals. After 30 seconds, they must return.
- Add-ons cannot be stolen by the other team.

## Terran Upgrades

Name	Cost	Location	Effect
Infantry 1	14M,14V	Eng. Bay	+1 HP for Marine and Ghost, 4 minutes
Infantry 2	20M,20V	Eng. Bay	+2 HP for Marine and Ghost, 4 minutes, Prereq: Infantry 1
Stim Packs	4M,4V	Academy	Marines say "Stim" and get +1 HP for 30 seconds, followed by -1 permanently. No stacking.
Ocular Implants	4M,4V	Covert Ops	Ghosts nukes aren't suicide
Moebius Reactor	6M,6V	Covert Ops	5 Energy for Ghosts
Lockdown	8M,8V	Covert Ops	Ghost special ability
Cloak	4M,4V	Covert Ops	Ghost special ability
Vehicle 1	14M,14V	Armory	+1 HP for Ground Vehicles, 4 minutes
Vehicle 2	20M,20V	Armory	+2 HP for Ground Vehicles, 4 minutes, Prereq: Vehicle 1
Ship 1	14M,14V	Armory	+1 HP for Flying Vehicles, 4 minutes
Ship 2	20M,20V	Armory	+2 HP for Flying Vehicles, 4 minutes, Prereq: Ship 1
Siege Tech	6M,6V	Machine Shop	Siege mode for Siege Tanks
Apollo Reactor	8M,8V	Ctl. Tower	5 Energy for Wraiths
Cloak	6M,6V	Ctl. Tower	Wraith special ability
Colossus Reactor	6M,6V	Phys. Lab	5 Energy for Battlecruiser
Yamato Cannon	4M,4V	Phys. Lab	Battlecruiser Rockets
Titan Reactor	6M,6V	Sci. Fac.	5 Energy for Science Vessel
FSU Attack	8M,8V	Sci. Fac.	Science Vessel FSU Attack

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