

StarCraft II: The Board Game

A 1v1 battle between two rival races set in the StarCraft universe.

Objectives:

- Destroy all Enemy Bases.

Components:

- Hex Map
- Coin
- 4D4 Dice
- APM Track
- Time Track
- Miniatures of Units
- 4 Terran Base Tokens
- Terran Commander Reference Sheet
- 12 Zerg Base Tokens
- Zerg Commander Reference Sheet
- 4 Protoss Base Tokens
- Protoss Commander Reference Sheet

Setup:

- Flip a coin to decide who goes first.
- Draw 5 Strategic Cards from the Race's Deck. Maximum Hand Size is 8.

Hex Map:

A Map that has a layout reminiscent of a generic 1v1 Map in Legacy of the Void. The Map is divided into Hexes. The board has Terrain features such as Cliffs, Rivers and Forests.

A complete list of the types of Terrain include: Cliffs, Hills, Rivers, Bridges, Forests, Plains, and of course Mineral Fields, High-Yield Mineral Fields, Vespene Gas Geysers, Rock Pillars, Destructible Rocks. They all work differently, which will be explained below:

Different Terrain features provide benefits and bonuses to those Units utilising them. Attacking from a Cliff grants you a bonus Range of +1, while generally denying Movements of most Units, acting as an impassable barrier and reducing the Range by 1 for Enemy Units Attacking from below the Cliff. Some Units though are able to traverse up and down Cliffs, like Reapers and Colossi.

Hills are areas on higher ground, and provide no benefit or bonus.

Rivers are tracks of Terrain that may not ever be crossed, except by Air Units, or by crossing a Bridge. Bridges are great strategic areas to use to your advantage against a numerically superior force, as the nature of the Terrain limits the movement of Units crossing by the width allowed of the Bridge.

Forests, or to be precise, Trees, provide a defensive bonus of +1 Armour, to represent the effects of cover provided by the bulk of a blocking Tree. For each intervening Tree between the firer and the target, the target gains +1 Armour. Melee Units do not suffer from this mechanic of course. Forests and Trees also slow the Movement of Units by 1.

Plains are areas on lower ground, and provide no benefit or bonus.

Mineral Fields may be Harvested by 2 Workers at a time.

High-Yield Minerals provide twice the Harvest output for each Worker Mining it.

Vespene Gas Geysers must be Built on first with a Refinery if Terran, Extractor if Zerg, and Assimilator if Protoss. Vespene Gas Geysers may be Harvested by 3 Workers at a time.

Rock Pillars block Line-of-Sight completely, and may not be Destroyed.

Destructible Rocks: Destructible Rocks block Line-of-Sight, but may be Destroyed by Attacking it. Each Destructible Rock has 20 Health.

Macro Phase:

Once both Forces reach 0 APM, or at the start of the game, each Force gains Resources equal to their number of Workers Harvesting from available Resource Nodes. Draw 5 Strategic Cards and 5 Tactic Cards. Do not draw if this is your first Turn. You may use as many Strategic Cards as you have available in your Hand. The starting point of the Players' Bases will have 8 Mineral Fields and 2 Vespene Gas Geysers. Each Expansion will have the same amount of Mineral Fields and Vespene Gas Geysers, but there will be two High Yield Mineral Fields on the Map. Each Mineral Field and Vespene Geyser can be worked on 10 times.

Commanders, Leadership and Micro Phase:

The three different Commanders that come with StarCraft II: The Board Game have different Leadership scores. To take Actions, roll 2D4's and add to their respective scores. These are the number of APM they may take. The one who scores higher goes first. They take Actions until it is reduced to the point of passing the score of the other Commander. Once the Commander reaches 0APM, they may not take any more Actions. At the end of every Action taken, draw a new Strategic Card.

APM Commands:

Move: APM1 - Move all your Units on the Map up to their maximum Speed.

Attack: APM1 – Attack with all your Units on the Map up to their maximum Range. Draw 1 Tactic Card for each Unit when Attacking. The Defender draws 1 Tactic Card for each Unit Defending. You always do a minimum of 1 Damage, despite the Armour. The Defender gets to Move and Attack back after the Attacker Attacks. The Tactic Card used for Attacking must not be the same Tactic Card used for Defending.

Build: APM2 - Pay the Cost and Build Buildings on your Commander Reference Sheet.

Train: APM1 - Train Units you may purchase with the required Buildings, placing them down on the Time Track based on its Time Cooldown.

Research : APM3 - Pay for a Research you have access to and shuffle it into your Tactic Cards Deck.

Expand: APM2 - Pay the Cost and Build a new Base at a Resource Node where one of your Units are at.

Strategise: APM2 - Draw 2 Strategic Cards. May make one more other APM Command that is not Strategise, even if passing the APM of the other Commander.

Energise: APM1 - Use the Abilities of any of your Psionic Units.

Commanders:

James Raynor: Leadership 8

Infested Sarah Kerrigan: Leadership 9

Artanis: Leadership 8

Races:

Terran:

The Terran Command Centre has 15 Health. Terran may Build 1 Bunker and 1 Missile Turret on Hexes where a Terran Unit is at. May only Train as many Units of a certain type for every Supply Depot you have. Bases may Liftoff to Move to another Resource Node.

Zerg:

The Zerg Hatchery has 12 Health, the Lair has 18, and the Hive has 25. May Train as many Units of as thrice that of your number of Bases. When Building, sacrifice a Drone, and then pay the Cost. When on the Creep, Zerg Units gain Speed 1 and Heal 1. Zerg Units and Buildings Heal 1 during the Macro Phase.

Protoss:

The Protoss Nexus has 7/7 Health/Shields. To first Build Buildings at a Base, you have to Build a Pylon first at that Base. When the Warp Gate is Built, Protoss Gateway Units Trained at one Base may teleport to another Base with a Pylon. Shield Points Regenerate by two Points during your Macro Phase, as long as the Unit did not receive Damage earlier in the Turn. Plasma Shields take full Damage regardless of Size.

Strategic Cards:

Attack-Move: Moving and Attacking become together APM1.

Blitzkrieg: Attack twice at APM1.

Assault: All Melee Attacks for the duration of this Activation gain their Support Damage.

Engage: Ranged Units may not Move away from Melee Units.

Focus Fire: Ranged Attacks may contribute their Support Damage to a single Tactic Card.

Defend: Attack first when Defending.

Guard: Draw 2 additional Tactic Cards when Defending.

Camouflage: Defending Units in the cover of Trees gain +1 Armour.

Mass: Training Units become faster by 1 on the Time Track.

Overwatch: A Ranged Unit with an equal or greater Range than an Attacking Unit, may fire at the Attacker before it can Attack.

Terran Strategic Cards:

All-Terrain: Ignore negative modifiers from every Terrain type.

Guerrilla Warfare: May Attack and then Move when resolving an Attack Command.

Ragtag Force: Gain 1 Armour when Defending.

Resourceful: Harvest 1 more Mineral and Gas, if applicable.

Versatile: Ranged Attacks gain +1 Damage.

Zerg Strategic Cards:

Creep: Produce 1 more Zerg Unit at every Base you have.

Cunning: May reroll the APM Dice.

Regeneration: Draw 1 more Tactic Card during the Macro Phase.

Rush: When making a Move Action, gain 1 Speed.

Swarm: May stack 2 Units in the same Hex.

Protoss Strategic Cards:

Heroic: When outnumbered in a Battle, Protoss Units gain +1 Damage and +1 Armour.

Leaders: Gain 2APM.

Last Stand: Protoss Units make 1 last Attack even if they are Destroyed.

Psionic: Use any of your Psionic Units' Abilities twice at the same time.

Tradition: Should more Protoss Units be Destroyed than the Enemy in a Battle, all remaining Protoss Units Attack back once.

Tactic Cards:

There are 20 Tactic Cards for each Faction, each with a representation of several Units. Any Unit making an Attack requires a Tactic Card. If the Unit involved in the Attack is represented on the Tactic Card, use its Major Values, if not, its Minor Values. Add those Values to the Base Stats of the Unit, and then compare the results with the Enemy doing the same in response to the Attack.

Support Damage:

SD: Refers to the Supporting Damage the Unit can contribute to a single Attack Activation. Massive Units have a SD of 2, while all other Units have an SD of 1.

Unit Stat List:

Damage: D (G)round/D (A)ir/D (S)tructure Armour: A Range: R Speed: S Special Abilities:
SA Cost: C Training Time: TT Type: T

DG: Refers to the Unit's Damage against Ground Units.

DA: Refers to the Unit's Damage against Air Units.

DS: Refers to the Unit's Damage against Structures.

A: Refers to the Damage reduced by Armour from Attacks against this Unit.

R: Refers to the Range from which the Unit can engage in an Attack.

S: Refers to the Speed in which the Unit traverses in Hexes across the Map.

SA: Refers to the Special Abilities the Unit might possess.

C: Refers to the Cost in Minerals and Vespene Gas of the Unit.

TT: Refers to how much Time (APM) has passed before the Unit is produced.

T: Refers to the categories the Unit belongs to.

Glossary:

Skirmish: May Attack when using the Move Command.

Terran Units:

Barracks:

Marine – D:GA1 A:0 R:4 S:1 SA:0 C:1m TT:1 T:Ground/Light/Biological

Firebat – D:G2+2Lightx2 A:1 R:2 S:1 SA:2 Ground Lateral Splash C:1m1g TT:1
T:Ground/Armoured/Biological

Marauder – D:G2+2Armoured A:1 R:5 S:1 SA:0 C:1m1g TT:1 T:Ground/Armoured/Biological

Medic – D:0 A:2 R:2 S:1 SA:Assist C:1g TT:1 T:Ground/Light/Biological/Psionic

Reaper – D:G1+2Lightx2 D:S8 A:0 R:4 S:4 SA:Jump C:1m1g TT:1 T:Ground/Light/Biological

Ghost – D:GA2+2Light A:1 R:6 S:2 SA:0 C:2m1g TT:2 T:Ground/Biological/Psionic

Spectre - D:GA2+2Light A:1 R:6 S:2 SA:0 C:2m1g TT:2 T:Ground/Biological/Psionic

Factory:

Hellion – D:G2+2Light A:0 R:3 S:4 SA:2 Ground Lateral Splash/Transform/Skirmish C:2m
TT:2 T:Ground/Light/Mechanical

Hellbat – D:G2+2Light A:2 R:2 S:2 SA:2 Ground Conical Splash/Transform C:0
T:Ground/Light/Biological/Mechanical

Vulture – D:G2+2Light A:0 R:4 S:5 SA:Ground Splash/Hover C:2m TT:2
T:Ground/Light/Mechanical

Goliath – D:G3 D:A2+2Armouredx2 R:5/4 S:2 SA:0 C:2m1g TT:2
T:Ground/Armoured/Mechanical

Siege Tank – D:G3+2Armoured A:1 R:6 S:2 SA:Transform C:2m2g TT:3
T:Ground/Armoured/Mechanical

Siege Mode – D:G5+3Armoured A:1 R:10 S:0 SA:2 Ground Splash/Transform/Reload C:0
T:Ground/Armoured/Mechanical

Thor – D:G4x2 D:A2+2Lightx4 A:2 R:5/8 S:1 SA:Air Splash/Transform C:3m2g TT:3
T:Ground/Armoured/Mechanical

Punisher Cannons – D:G4x2 D:A6+4Massive A:2 R:5/9 S:1 SA:Transform TT:3
T:Ground/Armoured/Mechanical

Starport:

Viking: Fighter Mode – D:A3x2 A:1 R:5 S:4 SA:Transform C:2m1g TT:2
T:Air/Armoured/Mechanical

Viking: Assault Mode - D:G3 A:1 R:3 S:2 SA:Transform C:2m1g TT:2
T:Air/Armoured/Mechanical

Wraith – D:G2 D:A4 A:0 R:3 S:4 SA:0 C:2m1g TT:2 T:Air/Armoured/Mechanical

Banshee – D:G4 A:0 R:4 S:4 SA:0 C:2m1g TT:2 T:Air/Armoured/Mechanical

Medivac – A:1 S:4 SA:Heal/Transport C:1m1g TT:2 T:Air/Armoured/Mechanical

Raven – A:1 S:3 SA:Detector C:1m3g TT:2 T:Air/Light/Mechanical/Psionic

Battlecruiser – D:GA1x6 A:3 R:6 S:2 C:4m3g TT:3 T:Air/Armoured/Mechanical

Zerg Units:

Spawning Pool:

Zergling – D:G1 A:0 R:1 S:4 SA:Pair C:1m TT:1 T:Ground/Light/Biological

Baneling – D:G6 A:0 R:1 S:3 SA:2 Ground Splash/Sacrifice C:1g TT:1
T:Ground/Light/Biological

Roach Warren:

Roach – D:G4 A:1 R:3 S:2 SA:0 C:1m1g TT:1 T:Ground/Armoured/Biological

Ravager – D:G4 A:1 R:4 S:2 SA:Corrosive Bile C:1m1g TT:1 T:Ground/Armoured/Biological

Hydralisk Den:

Hydralisk - D:GA3 A:0 R:4 S:2 SA:0 C:1m1g TT:1 T:Ground/Light/Biological

Lurker – D:G5 A:1 R:5 S:2 SA:Burrow/Ground Line Splash C:1m1g TT:2
T:Ground/Armoured/Biological

Burrow: When Attacked, Zerg Ground Units may gain Cloaking and become immune to the Enemy's Attack, unless it has Detection. Those Zerg Ground Units may not Attack.