

Starcraft Brood War

Techtree And Statistic (v1.04)



(c) 1999 by Gde Eka Pradipta

STARCRAFT BROOD WAR

TERRAN

Unit	Size	HP	Armor	Ground Weapon	Air Weapon	Cost Min./Gas	Bulid Time	Range	Cool Time
SCV	S	60	-	5	-	50	20		
Marine	S	40	-	6 (1)	6 (1)	50	24		
Firebat	S	50	1	16cs (2)	-	50 / 25	24		
Ghost	S	45	-	10c (1)	10c (1)	25 / 75	50		
Medic	S	60	1	-	-	50 / 25	30		
Vulture	M	80	-	20c (2)	-	75	30		
Goliath	L	125	1	12 (1)	20e (2)	100 / 50	40		
Siege Tank(tank) (siege) ¹	L	150	1	30e (3) 70e (5)	-	150 / 100 -	50 -		
Dropship	L	150	1	-	-	100 / 100	50		
Wraith	L	120	-	8 (1)	20e (2)	200 / 100	60		
Valkyre	L	200	2	-	40 (8)	250 / 125	60		
Battlecruiser	L	500	3	25 (3)	25 (3)	400 / 300	160		
Science Vessel	L	200	1	-	-	25 / 300	80		

ZERG

Unit	Size	HP	Ar-mor	Ground Weapon	Air Weapon	Cost Min./Gas	Bulid Time	Range	Cool Time
Drone	S	40	-	5	-	50	20		
Overlord	L	200	-	-	-	100	40		
Zergling ²	S	35	-	5m (1)	-	50	28		
Hydralisk	M	80	-	10e (1)	10e (1)	75 / 25	28		
Lurker	L	125	1	20s (2)	-	50 / 100	40		
Ultralisk	L	400	1(3)	20m (3)	-	200 / 200	60		
Defiler	M	80	1	-	-	50 / 100	50		
Scourge ²	S	25	-	-	110	25 / 75	30		
Mutalisk	S	120	-	9 (1)	9 (1)	100 / 100	40		
-Guardian ³	L	150	2	20 (2)	-	50 / 100	40		
-Devourer³	L	250	2	-	25 (2)	150 / 50	40		
Queen	M	120	1	-	-	100 / 150	50		
-Broodling	S	30	-	4m (1)	-	1 / 1	-		
-Infested Terran ⁴	S	60	-	500s	-	100 / 50	40		

PROTOSS

Unit	Size	HP + Shield	Ar-mor	Ground Weapon	Air Weapon	Cost Min./Gas	Bulid Time	Range	Cool Time
Probe	S	20+20	-	5	-	50	20		
Zealot	S	80+80	1	16m (2)	-	100	40		
Dragoon	L	100+80	1	20e (2)	20e (2)	125 / 50	40		
High Templar	S	40+40	-	-	-	50 / 150	50		
-Archon ⁵	L	10+350	-	30s (3)	30s (3)	-	20		
Dark Templar	S	80+40	1	40m (3)	-	125 / 100	50		
-Dark Archon⁵	L	25+200	1	-	-	-	20		
Reaver	L	100+80	-	-	-	200 / 100	70		
-Scarab ⁶	S	20+10	-	100s [25]	-	15	7		
Observer	S	40+20	-	-	-	25 / 75	40		
Shuttle	L	80+60	1	-	-	200	60		
Scout	L	150+100	0	8 (1)	28e (2)	300 / 150	80		
Corsair	L	100+80	1	-	5s (1)	150 / 100	40		
Carrier	L	300+150	4	-	-	350 / 250	140		
-Interceptor ⁷	S	40+40	-	6 (1)	6 (1)	25	20		
Arbiter	L	200+150	1	10e (1)	10e (1)	100 / 350	160		

Notes:

Size : S – Small, M – Medium, L – Large

c – concusive damage, 50% damage against Medium units and 25% damage against Large units.

e – explosive damage, 50% damage against Small units and 75% damage against Medium units.

s – does splash damage.

m – melee attack units.

1) Require upgrade to siege tank mode.

2) Double broodling feature (two units per egg).

3) Mutate from mutalisk.

4) Must infest a Terran Command Centre first.

5) Summon two Templar.

6) Scarab highly explosive drones produce by a Reaver.

7) Robotic Interceptors manufactured and launched from a Protoss Carrier.

TERRAN

Building	HP	Armor	Build Time	Cost Min. / Gas	Weapon
Command Centre	1500	1	120	400	-
+ Comsat Station	500	1	40	50 / 50	-
+ Nuclear Silo	600	1	80	100 / 100	-
Refinery	750	1	40	100	-
Supply Depot	500	1	40	100	-
Barracks	1000	1	80	150	-
Bunker	350	1	30	100	(depend)
Academy	600	1	80	200	-
Engineering Bay	850	1	60	125	-
Missile Turret	200	-	30	100	(air) 20e
Factory	1250	1	80	200 / 100	-
+ Machine Shop	750	1	40	50 / 50	-
Armory	750	1	80	100 / 50	-
Starport	1300	1	80	200 / 100	-
+ Control Tower	500	1	40	100 / 50	-
Science Facility	850	1	80	150 / 200	-
+ Cover Ops	750	1	40	50 / 50	-
+ Physic Labs	600	1	40	50 / 50	-

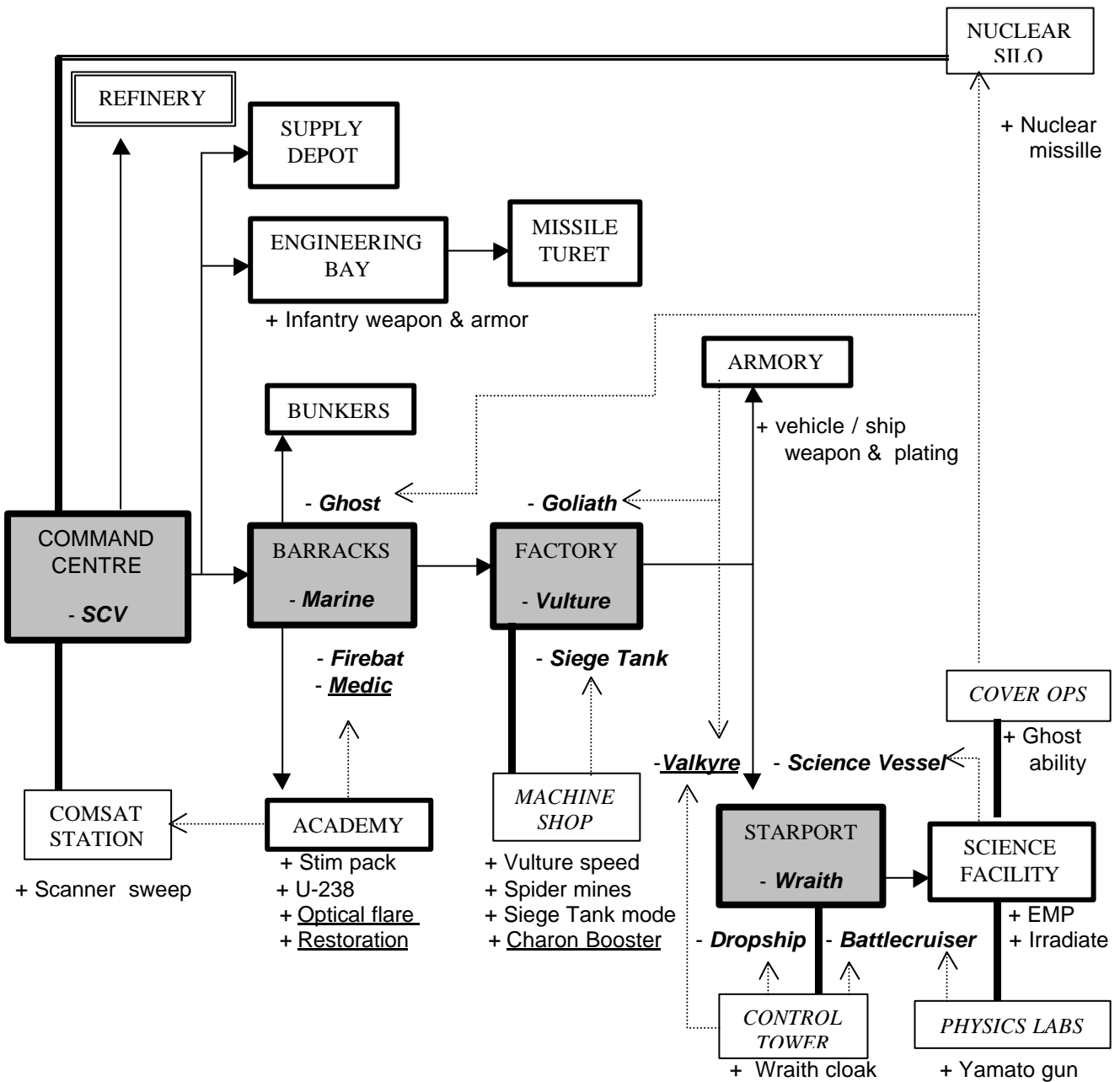
ZERG

Building	HP	Armor	Build Time	Cost Min. / Gas	Weapon
Hatchery	1250	1	100	350	-
- Lair	1800	1	100	150 / 100	-
- Hive	2500	1	120	120 / 200	-
Extractor	750	1	40	50	-
Spawning Pool	750	1	80	150	-
Evolution Chamber	750	1	40	75	-
Creep Colony	400	-	20	75	-
- Sunken Colony	400	-	40	75	(Ground) 30
- Spore Colony	400	-	40	50	(Air) 15
Spire	600	1	120	200 / 150	-
- Greater Spire	1000	1	80	100 / 150	-
Queen Nest	850	1	60	150 / 100	-
Defiler Mound	850	1	60	100 / 100	-
Ultralisk Cavern	600	1	80	150 / 200	-
Nydus Canal	250	1	40	150	-

PROTOSS

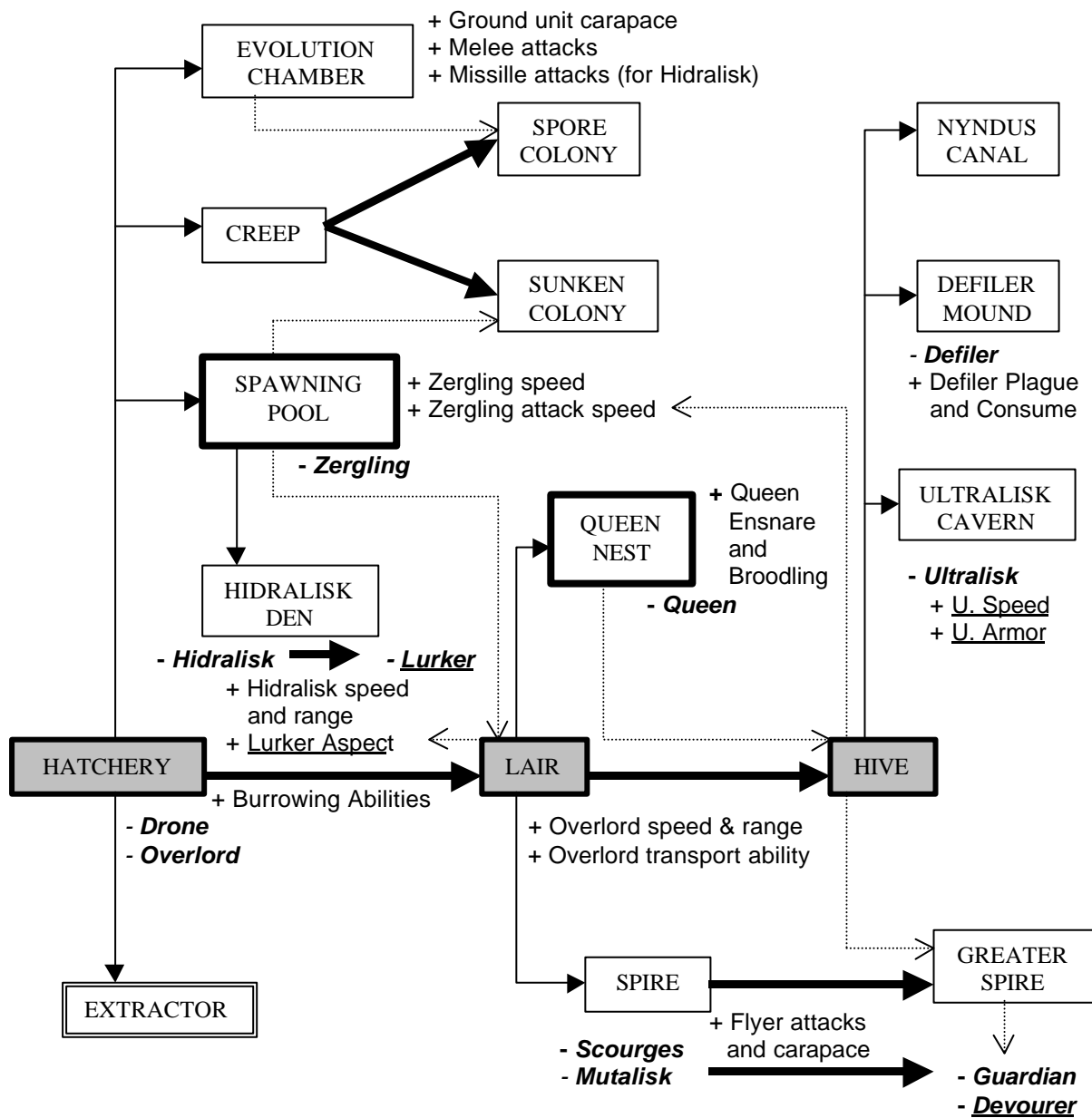
Building	HP / Shield	Armor	Build Time	Cost Min. / Gas	Weapon
Nexus	750 / 750	1	120	400	-
Assimilator	450 / 450	1	40	100	-
Pylon	300 / 300	-	30	100	-
Gateway	500 / 500	1	60	150	-
Shield Battery	200 / 200	1	30	100	-
Forge	550 / 550	1	40	200	-
Photon Cannon	100 / 100	-	60	150	20
Cybernetics Core	500 / 500	1	60	200	-
Robotic Facility	500 / 500	1	60	200 / 200	-
Robotic Support Bay	450 / 450	1	30	50 / 100	-
Obseatory	250 / 250	1	60	150 / 100	-
Citadel of Adun	450 / 450	1	60	200 / 100	-
Templar Archieves	500 / 500	1	60	100 / 200	-
Stargate	600 / 600	1	80	200 / 200	-
Fleet Beacon	500 / 500	1	60	300 / 200	-
Arbiter Tribunal	500 / 500	1	60	200 / 150	-

TERRAN TECH TREE



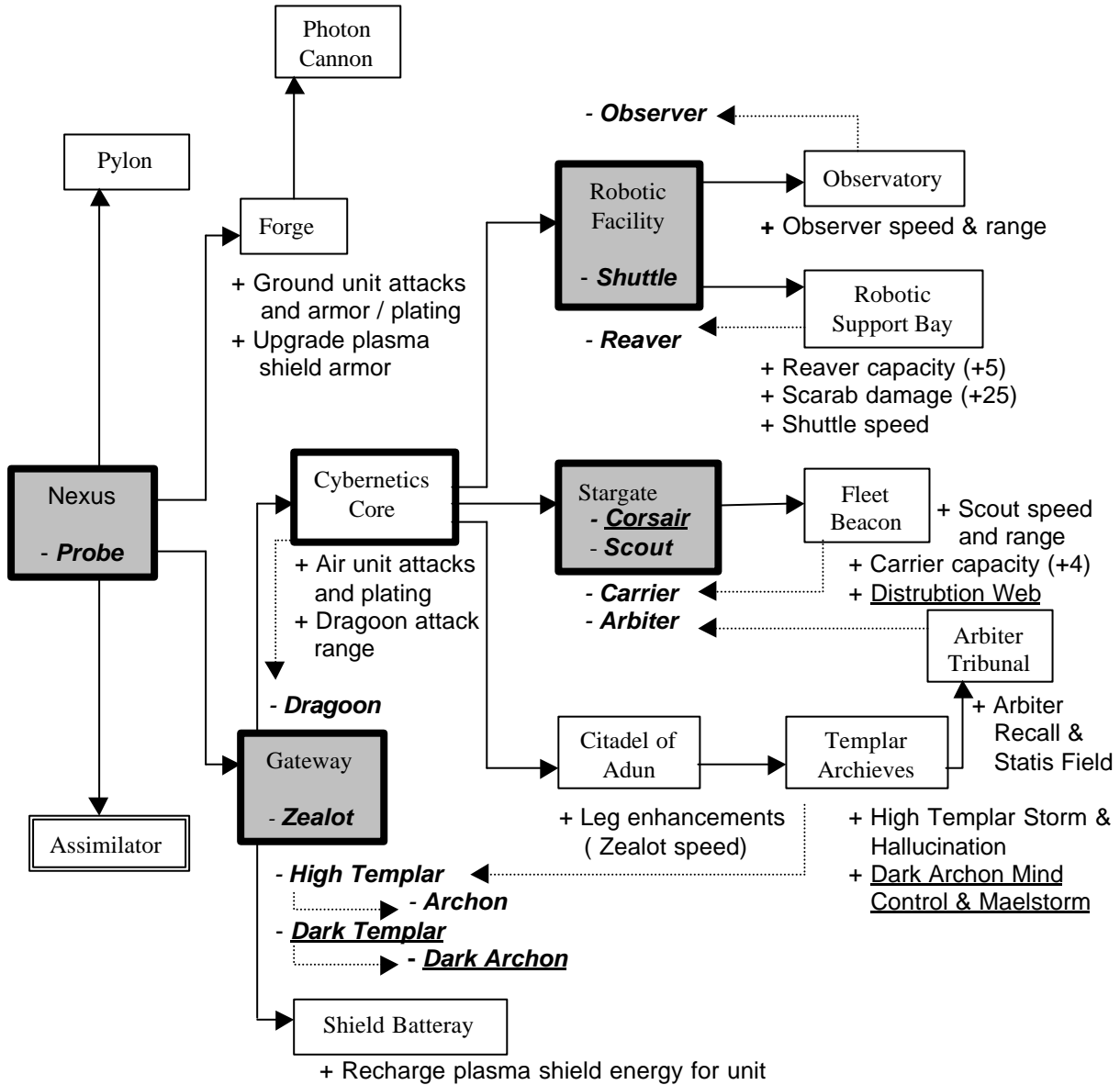
Note: - Except infantry unit, all Terran unit & building can be repaired.
 - All addon building are not build by SCV, but by his host-building.

ZERG TECH TREE



note: - All Zerg unit must hatch in Hatchery / Lair / Hive.
 - Except Hatchery and Extractor, all Zerg building must be build upon the creep.

PROTOSS TECH TREE



- note:
- All Protoss unit and building posses plasma shield energy (upgradable).
 - Except Nexus, Assimilator and Pylon, all Protoss building must be build upon Pylon psi-energy fields.