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GameSpot Unofficial Game Guide to Starcraft

By Redcrosse, aka Greg Kasavin

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Introduction

Esteemed Generals, Cerebrates, Executors:

Some call me a traitor. I call me a businessman. The fact is, I know everything that goes on in this war, and whoever knows what I know is going to win. How I came about my information is none of your business. Suffice it to say I have friends in high places in every branch of every military you've ever heard of. I'll be light-years away by the time the dust settles on this unpleasant little exchange of firepower no matter what, and frankly, I couldn't care less if you ignorant Terrans end up outsmarting you high-and-mighty Protoss, or you filthy Zerg end up eating the whole lot, including yourselves. I only care about what's in it for me.
My offer stands. Bid higher than your enemy, and victory is yours. Victory, in the form of a complete field guide to this war containing everything you must know about the Terran, Zerg, and Protoss war effort, along with a thorough analysis of their military campaigns. Otherwise, you had best look into an early retirement plan, or better yet, get some life insurance. I trust you take my meaning? I await your prompt response.

Regards,
Redcrosse

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ONE CHAPTER

The Terran Dominion Units and Structures

Terran Units

The Terran Dominion seems at a loss when first weighed against the Protoss' high technology and the Zerg's evolutionary genius. Their ramshackle metal vehicles and headstrong personnel appear to be better suited toward angering one another than working together to fight a war. Yet the Terrans possess a secret weapon unknown to either the Protoss or the Zerg: a sheer tenacity and a will to survive against all odds. The Terrans are no newcomers to the art of war and have lots of practice with fighting and killing one another. Perhaps all it takes is for the Terran to apply those same deadly techniques against the Protoss and the Zerg for them to emerge victorious.

In most cases, Terran units are designed under the principal of greatest power at the lowest possible cost. The best examples include the Terran Arclite Siege Tank and the Vulture Hoverbike. Their alien enemies might easily destroy these specialized units if given the opportunity to get close enough, but under proper control, both the Siege Tank and the Vulture prove to be immensely powerful. In particular, the Siege Tank's range and power is unrivaled in the known galaxy. Further, only the Terrans possess the tactical nuclear warhead, a technology that, curiously enough, has eluded even the Protoss. Terrans also understand the art of stealth, with Ghost agents and Wraith starfighters that can turn invisible at will. And though the three-way conflict with the Protoss and Zerg is a relatively new affair, hardworking Terran scientists have already developed special powers for countering each race in turn, and those abilities are packaged in the Terran Science Vessel. Meanwhile, the Terran military is at no loss for plenty of resolute, nationalistic Marines determined to ensure the safety of their species and homeworld at any cost. That the Protoss and Zerg underestimate The Terran Dominion may well turn out to be a devastating oversight.

You will find the Terran units and structures presented in a logical order, from the most basic to the most advanced.

SCV

STRENGTHS—INEXPENSIVE; CAN REPAIR BUILDINGS AND MECHANICAL UNITS; CAN CONSTRUCT BUILDINGS
WEAKNESSES—EASILY DESTROYED; VIRTUALLY DEFENSELESS; MUST CONSTRUCT ALONE

HIT POINTS/SIZE	60/SMALL
Time to Build	20
Cost (minerals/Vespene Gas/supply)	50/0/1
Weapon/Strength	Fusion Cutter/5, +1 per upgrade
Armor/Strength	Infantry Armor/0, +1 per upgrade
Special Options	Repair

The Terran Space Construction Vehicle (SCV) is ungainly and uncomfortable, but it is nonetheless the backbone of the Terran war machine. This flimsy unit will maintain your economy by means of its ability to efficiently gather minerals and Vespene Gas as well as construct new buildings and repair damaged ones. Keep your SCVs well protected; you're going to need a steady flow of incoming resources to succeed, and your SCVs are the only units capable of completing this task. They can be ordered to fight back in a pinch, but don't expect satisfying results.

Plan to have two SCVs mining each mineral patch early in any battle. In most cases, any more than four SCVs working a Vespene Geyser will be a waste, since only one SCV can be in a Refinery at any given time.

While SCVs must construct buildings alone, they can collectively repair both buildings and mechanical combat units, including fliers, to expedite the process. Repairs, unfortunately, are not free, though the cost of repairing a unit or building, even one on the brink of destruction, is considerably less than producing a new unit from scratch. Don't hesitate to

throw several SCVs at a damaged unit or structure to repair it as quickly as possible. An SCV (or groups of them) can be ordered to repair several buildings or units in succession by selecting the SCV, holding the shift key, and right-clicking on the damaged targets.

Send SCVs into battle behind your primary fighting forces. They can repair your damaged vehicles during battle and can even construct Bunkers or Missile Turrets in the middle of a combat zone.

MARINE

STRENGTHS—INEXPENSIVE; VERSATILE

WEAKNESSES—EASILY KILLED

HIT POINTS/SIZE	40/SMALL
Time to Build	24
Cost (minerals/Vespene Gas/supply)	50/0/1
Weapon/Strength	Gauss Rifle/6, +1 per upgrade
Armor/Strength	Infantry Armor/0, +1 per upgrade
Special Options	Stim Pack

The tireless men who make up the brunt of the Terran military have the thankless task of holding the frontlines against the wrath of any number of enemies. While Terran Marines are equipped with state-of-the-art weaponry and protection (by Terran standards), they stand little chance of defeating their ruthless alien foes in straight-up combat. Nevertheless, what they lack in raw force, Marines make up for in number and versatility.

Terran Marines aren't particularly quick and are easily killed by their powerful alien foes. Still, their Gauss Rifles are quick to fire, and while they aren't terribly powerful, the damage they inflict adds up quickly if

the Marine isn't killed. Likewise, Marines can fire on flying targets just as well as they can deal with terrestrial ones, making them an effective air defense against all flying vessels. Gauss Rifles can and should be upgraded with U-238 shells, which significantly increase their effective range.

Researching Stim Packs lets your Marines temporarily boost their speed and rate of fire twofold at the cost of 10 hit points. Since Marines are easily eliminated one way or another, the ability to inflict double damage becomes an immense asset in many instances. Up to four Marines can also be stationed in immovable protective Bunkers for base defense or strategic placement. These Bunkers do not limit the Marines' ability to strike either ground or air targets, although they cannot use Stim Packs while in these closed quarters.

It cannot be stressed enough how important it is for Marines to attack in groups. Since they are inexpensive to train, the wise Terran commander will deploy legions of them against the enemy who might be overwhelmed by their devastating group fire. Though concentrated fire from a group of Marines will destroy anything and everything in relatively short order, they are best suited to quickly deal with small but key targets like the deadly Zerg Scourge or enemy worker units. Remember to use Marines' long reach and versatility to your advantage, and know that even as you develop more powerful alternatives to them on the battlefield, Marines remain very effective for base defense and frontline support throughout a battle.

FIREBAT

STRENGTHS—POWERFUL; CAN DAMAGE SEVERAL TARGETS AT ONCE; TOUGHER THAN MARINES

WEAKNESSES—EASILY KILLED; CANNOT ATTACK FLYING TARGETS; INEFFECTIVE AGAINST LARGE TARGETS

HIT POINTS/SIZE	50/SMALL
Time to Build	24
Cost (minerals/Vespene Gas/supply)	50/25/1
Weapon/Strength	Flamethrower/16, +2 per upgrade
	(concussive, splash damage)
Armor/Strength	Infantry Armor/0, +1 per upgrade
Special Options	Stim Pack

These experienced Terran weapons experts charge headlong into battle armed with twin arm-mounted flamethrowers designed to scorch fleshy targets into carbon waste within moments. Firebats, true to their nature, are cool under pressure and attack with immovable resolve, foregoing personal safety for the sake of their cause. Though their flamethrowers pack far more punch than the standard-issue Marine Gauss Rifle, they have a much shorter range and therefore cannot attack flying opponents. Likewise, the nature of their weapons makes them far less effective against heavily armored targets or structures. Fortunately, Firebat flamethrowers can injure several opponents in a single attack due to their wide attack spread, though they will never harm fellow troops in the blast.

Like many other units in the Terran arsenal, Firebats can inflict a great deal of damage in a short period of time, but do not survive long under fire. Although they are tougher than your typical Terran Marine, and their heat-resistant armor offers them more protection, they will quickly perish under concentrated enemy fire. To exacerbate the problem, their bulky armor prevents them from moving quickly. Because of their specialized nature, Firebats are most effective when deployed alongside Marines, preferably with further support from Siege Tanks and Goliaths. By keeping the enemy distracted long enough to get your Firebats in close, rest assured they will incinerate a foe in good time.

Firebats, like all other Terran infantry, can be placed inside stationary Bunkers, which offer them considerable protection. As in any other

instance, they suit this purpose best in conjunction with Marines. With their superior reach, the Marines will fire on the enemy from within the safety of the Bunker. That enemy will be forced to retreat or (preferably for the Firebat) draw in close to attack, in which case the Firebat will provide devastating support.

Like Marines, Firebats can use Stim Packs (provided you research the technology at your Academy) to boost their combat performance. One shot of stimulant temporarily endows a Firebat with twice his normal speed and twice his normal rate of fire at a cost of 10 hit points. Because they don't tend to last long in combat in the first place, using stimulant is often a favorable sacrifice.

Last, Firebats require a small but significant quantity of invaluable Vespene Gas to train, so be sure you know how to use them before you call for their assistance. Their functionality is highly specialized, and unless you expect to encounter large swarms of enemy Zerg Zerglings or Protoss Zealots, you might consider to forego their training altogether.

GHOST

STRENGTHS—INEXPENSIVE; VERSATILE; VERY DANGEROUS UNDER CAPABLE COMMAND

WEAKNESSES—EASILY KILLED IF DETECTED; INEFFECTIVE WITHOUT UPGRADES; ONLY AVAILABLE LATE IN A BATTLE

HIT POINTS/SIZE	45
Time to Build	50
Cost (minerals/Vespene Gas/supply)	25/75/1

Table continued on page 18

Table continued from page 17

HIT POINTS/SIZE	45
Weapon/Strength	C-10 Canister Rifle/10,
	+1 per upgrade
Armor/Strength	Infantry Armor/0, +1 per upgrade
Special Options	Lockdown, 100 energy
	Personal Cloaking, 25 energy
Nuclear Strike	

These elite Terran infantry represent the best that humanity has to offer in terms of stealth, resilience, and versatility. Do not be fooled by the Ghost's low hit points and inexpensive cost—they are the most sophisticated units available to the Terrans and cannot be trained until most buildings and add-ons available have been constructed. To further complicate the situation, Ghosts aren't particularly useful until you upgrade them with several technologies available at the Covert Ops add-on for the Terran Science Facility. These include Personal Cloaking, which makes the Ghost invisible to everything but enemy detector units. You can also research Ocular Implants, which increase a Ghost's sight radius, making them ideal scouts and spotters for your Siege Tanks.

Lockdown

Researching the Lockdown ability, which is crucial against Protoss or Terran opponents, lets a Ghost freeze a mechanical unit for an extended period of time, leaving it completely vulnerable. Although Lockdown is useless against the organic Zerg, it can immobilize any Terran or Protoss flying units and many of their ground units as well. Keep a Ghost or two on your frontlines when dealing with enemy Terran or Protoss and use him to Lockdown the most dangerous mechanical units the enemy sends your way. The power of this ability cannot be understated.

Personal Cloaking

Personal Cloaking requires 25 energy to initialize, after which it requires a small quantity of energy to remain active. Cloaking with full energy reserves lets a Ghost remain invisible for several minutes. You can also research the Moebius Reactor, which boosts each Ghost's energy reserves by 50 up to a maximum of 250 points. A fully charged Ghost can then use Lockdown twice while cloaked.

Nuclear Strike

The Ghost is also trained to spot for Terran Nuclear Strikes. After arming a Terran Nuclear Silo, the Ghost can use his Nuclear Strike ability to call forth the ultimate in Terran destructive technology. When ordered to call for a Nuclear Strike, the Ghost will crouch and designate the target with a tiny red beam. He will remain immobile for several seconds as the coordinates for the strike are sent to Terran HQ. Meanwhile, the enemy will be informed that you are attempting a Nuclear Strike against him. However, if you make sure an enable your Ghost's Personal Cloaking, your opponent will have a hard time averting the disaster.

In due time, the Terran warhead will strike the area specified by the Ghost to deliver tremendous damage at the epicenter and plenty more destruction within a huge blast radius. Absolutely nothing will survive two simultaneous Nuclear Strikes. Nuclear Strikes affect terrestrial and flying units as well as buildings with equal potency. Make sure the Ghost spots from maximum distance—Ocular Implants are crucial—lest he sacrifice himself in the blast. Also, if the Nuclear Strike is canceled either intentionally or through the death of the Ghost, your warhead will be lost, and you must construct a new one. Multiple Ghosts can call down Nuclear Strikes simultaneously so long as you have multiple armed Nuclear Silos.

Finally, Ghosts are no pushovers in combat. Their standard-issue C-10 Canister Rifles have good reach, fire quickly, and inflict respectable damage against certain types of ground and air units alike. However, Canister Rifles are designed primarily for use against personnel, and as such, only deal fractional damage vs. heavily armored units. Ghosts can be stationed in Bunkers for protection, though they are best suited to the various covert roles described previously. Also, unlike Marines and Firebats, Ghosts cannot use Stim Packs to boost their combat performance.

VULTURE

STRENGTHS—INEXPENSIVE; VERY FAST; REASONABLY POWERFUL; CAN DEPLOY SPIDER MINES

WEAKNESSES—EASILY DESTROYED; CANNOT ATTACK FLYING UNITS; INEFFECTIVE AGAINST LARGE TARGETS

HIT POINTS/SIZE	80/MEDIUM
Time to Build	30
Cost (minerals/Vespene Gas/supply)	75/0/2
Weapon/Strength	Fragmentation Grenade
	20, +2 per upgrade (concussive)
Armor/Strength	Vehicle Plating 0, +1 per upgrade
Special Options	Spider Mines (3)

VULTURE SPIDER MINE

HIT POINTS/SIZE	20/SMALL
Weapon/Strength	Spider Mines 125 damage (splash)

The Terran Vulture Hoverbike is extremely well suited to several specific tasks. It is a remarkably fast unit—all the more so after you research Ion Thrusters at your Factory's Machine Shop—and it is very inexpensive to produce, making it the perfect scout. Send one out early in a battle to discover the nature of your opponent and identify prime locations for expanding your base. Once you build more, send packs of them to harass your enemy and his supply line through hit-and-run tactics. Conserve your Vultures if possible, for you can quickly repair them to perfect condition back at your base.

Vultures are equipped with Fragmentation Grenade launchers designed to eliminate personnel at a long range. Frag Grenades are devastating when used against small, lightly armored targets like Zerg Zerglings, Protoss Zealots, and even Terran Marines, but they are next to useless against heavily armored vehicles and buildings. Because Vultures are quite vulnerable, your best bet is to keep them moving and use their superior speed and range to overwhelm the enemy infantry. Vultures cannot attack flying targets, so take care to pull them out if they come under fire by airborne forces.

Spider Mines

The single most important feature of the Vulture is its ability to deploy Spider Mines. Research this ability as soon as possible. After the upgrade, each Vulture will be equipped with three—and only three—Spider Mines. These may be dropped on any solid surface, and after a few moments of vulnerability, they will arm themselves and sink into the ground, invisible to the enemy thereafter. When an enemy unit approaches, the mine will surface and rush straight toward its target, exploding to deliver devastating damage to that target and anything in its immediate vicinity. If the enemy is eliminated before the mine gets to him, the mine will bury itself again and resume its patient wait. Better still, even while the mine is submerged, it reveals its immediate surroundings to you and thus functions as a scout.

Spider Mines are not infallible. They will be spotted by enemy units with cloak-detecting capabilities, including Zerg Overlords, Protoss Observers, and Terran Science Vessels, at which point, the enemy may send ranged, hovering, or flying units to easily eliminate them. Hovering ground units will not set off Spider Mines when they approach. These include Protoss Probes and Archons, Zerg Drones, and Terran SCVs and Vultures.

Because of these minor shortcomings and their limited supply, you must deploy Spider Mines with care. Always place some, well spread out so they do not destroy one another in the blast, in front of any choke points leading to your base. Place some at resource patches to thwart enemy expansion. Place some near the enemy base to spy on it and catch your enemy off guard when he tries to mobilize his troops. Place some along all primary travel routes. Even if the enemy detects your mines, flushing them out will take up much of his precious time.

GOLIATH

STRENGTHS—VERSATILE; DEADLY AGAINST FLYING UNITS

WEAKNESSES—EASILY DESTROYED; ONLY EFFECTIVE IN LARGE QUANTITIES

HIT POINTS/SIZE	125/LARGE
Time to Build	40
Cost (minerals/Vespene Gas/supply)	100/50/2
Weapon/Strength	Twin Autocannons
	10, +1 per upgrade
Hellfire Missile Pack	20, +2 per upgrade (explosive)
Armor/Strength	Vehicle Plating 1, +1 per upgrade

The Terran Goliath is a towering mobile suit equipped with a host of powerful weapons and a solid coat of armor. It is a fairly fast-moving, all-purpose unit capable of defending itself against anything the opponent might throw its way, and it can complete any sort of military operation successfully when deployed in great numbers. However, the Goliath does not excel in any one area, thus making it less cost-effective than a well-balanced army of specialized forces.

Its front-mounted Twin Autocannons are somewhat more powerful than Marine standard-issue Gauss Rifles, but Goliaths cost much more than Marines. Since two Marines deal considerably more damage per unit time than a single Goliath yet cost less, the Goliath's primary function should be that of a support weapon rather than a front-line offensive unit. Try using Goliaths to distract your enemy from your Marines, who can quickly destroy any target that is left unattended.

Goliaths work best as mobile antiaircraft platforms. Their Hellfire Missile Packs fire quickly and deal great damage to most flying units, though lightly armored fliers like Zerg Mutalisks and Scourge take half damage from the attack. Several Goliaths may easily overwhelm even the mighty Protoss Carrier or Terran Battlecruiser. Goliaths work well alongside the mighty Terran Arclite Siege Tanks, which are vulnerable to flying forces. Always try and keep a few Goliaths around your base, if only to lure enemy aircraft into range of your immobile Missile Turrets.

Ultimately, unless you expect to take on flying assailants in great swarms, you will do better to spend your resources on units better equipped to deal with ground forces. Though Goliaths are helpful in any situation, when resources are scarce, you will fare better spending them on a combination of Marines and Siege Tanks to do most of your fighting.

SIEGE TANK

STRENGTHS—TREMENDOUS POWER; TREMENDOUS RANGE
WEAKNESSES—SLOW MOVING; VULNERABLE TO SWARMING; CANNOT ATTACK FLYING UNITS, SLOW TO TRANSFORM

HIT POINTS/SIZE	150/LARGE
Time to Build	50
Cost (minerals/Vespene Gas/supply)	150/100/2
Weapon/Strength	Arclite Cannon 30, +3 per upgrade (explosive)
Arclite Shock Cannon	70, +5 per upgrade (explosive, splash)
Armor/Strength	Vehicle Plating 1, +1 per upgrade
Special Options	Siege Mode/Tank Mode transformation

Quite simply, the Terran Arclite Siege Tank is one of the single-most powerful forces on the battlefield. It is an essential component of any major Terran assault and a testament to superior Terran weapon design and functionality.

The Arclite Siege Tank isn't terribly effective at first. Its good range and damage infliction is offset by its poor speed and slow rate of fire. What's more, its explosive rounds only deal half their normal damage against small, lightly armored units like Protoss Zealots and Zerg Zerglings, who can easily swarm, surround, and destroy a Siege Tank in no time.

All this changes the moment you research Siege Tech at your Factory's Machine Shop. An Arclite converted to siege mode bolts itself down and

becomes an immobile artillery platform—and an unbelievably powerful one at that. In siege mode, tanks can fire at longer distances than any other known unit. Though their rate of fire is twice as slow as in tank mode, they deal well over twice the damage—enough to destroy most any ground unit in two shots. Moreover, Arclite Shock Cannon blasts deal damage to a large radius and can devastate packs of smaller, closely clustered units well before they come close enough to retaliate. The Arclite Shock Cannon also benefits far more from weapons upgrades than any other known weapons system, with each upgrade enhancing its destructive power to a remarkable extent.

The Siege Tank has several flaws. It is fairly expensive. It is fairly slow. It is defenseless against flying opponents. Its slow rate of fire makes it ineffective against swarms of small units. While a Siege Tank may transform to and from siege mode at will, the process leaves the tank vulnerable for several seconds. In siege mode, the tank cannot move and cannot attack enemies who manage to move adjacent to it. Meanwhile, the indiscriminately deadly blast from the Arclite Shock Cannon will injure any friendly units adjacent to an enemy target.

All these shortcomings may and must be counteracted. Support your Siege Tanks with Marines, Goliaths, or combinations of both to help deal with any enemies who get close and any aerial threats in particular. Sending an SCV or two with your force to repair any damaged tanks is also a healthy habit. Always use Siege Tanks in multiples of two; preferably send at least six into battle. One half to one third of these should remain a short distance behind the front line, which should promptly convert to siege mode upon sighting the enemy. The siege mode tanks will do what they do best, while the mobile rear line will deal with enemy stragglers who manage to get in close. Once the siege mode tanks destroy everything in range, convert them back to tank mode while advancing your rear line to the front and placing those, in turn, in siege mode. Repeat the process as necessary to slowly but surely advance, obliterating any enemy structures or opposition that dare stand in your path.

DROPSHIP

STRENGTHS—STURDY ENOUGH TO TAKE A FEW HITS; STRATEGICALLY IMPORTANT

WEAKNESSES—SLOW MOVING; LIMITED CARRYING CAPACITY

HIT POINTS/SIZE	150/LARGE
Time to Build	50
Cost (minerals/Vespene Gas/supply)	100/100/2
Armor/Strength	Ship Plating 1, +1 per upgrade
Special Options	Load/Unload units

The unarmed Terran Dropship is designed specifically to transport Terran ground forces to and from battle. This flying craft is sufficiently well armored such that it may sustain some enemy fire, but its sturdiness comes at the cost of its sluggish speed.

The Dropship's limited carrying capacity consists of eight slots. SCVs and Terran infantry all use one, Vultures and Goliaths use two, and Arclite Siege Tanks use four. Pairs of Siege Tanks, quartets of Goliaths, or single Siege Tanks assisted by two Goliaths or four Marines all make for deadly combinations of payload. Of course, a traditional Marine drop may also yield great benefits. Eight Marines passing safely into enemy territory by means of a Dropship can quickly decimate a supply line, grinding resource flow to a halt. Unfortunately, unloading its cargo is not an instantaneous process, so make sure the Dropship's designation is free of enemy presence when you deploy its contents.

Dropships are vital for deploying SCVs to remote regions to construct expansion bases at fresh resource patches. Try sending pairs of SCVs with groups of military escort to protect the fledgling base while it is being built.

WRAITH

STRENGTHS—SPEED; STEALTH

WEAKNESS—INEFFECTIVE UNTIL UPGRADED

HIT POINTS/SIZE	120/LARGE
Time to Build	60
Cost (minerals/Vespene Gas/supply)	200/100/2
Weapon/Strength	Gemini Missiles 15,
	+2 per upgrade (explosive)
Burst Lasers	8, +1 per upgrade
Armor/Strength	Ship Plating 0, +1 per upgrade
Special Options	Cloaking Field, 25 energy

The sleek Terran Wraiths, piloted by the greatest hotshot flight jockeys the Terrans have to offer, are fairly powerful all-purpose fighter aircraft, effective against flying and ground targets alike. Certainly their most significant feature is their ability to cloak for extended periods of time. Research the Cloaking Field even as you begin constructing your first Wraith fighter, as without this ability, the Wraith is vulnerable and overpriced. You may also wish to research the Apollo Reactor to increase maximum Wraith cloaking energy by 50 points, but this option is a luxury not to be pursued until you have plenty of resource reserves.

You need several Wraiths to inflict significant damage against a target. To produce an optimal quantity of six or more, you need two or more Starports producing them simultaneously. Wraiths build slowly, and even after they're constructed, they must sit idle for some time as their cloaking energy reserves charge up.

Use Wraiths to attack your enemy where he hasn't been so wise as to deploy cloak-detecting units. Enemy flying units will quickly fall to your

Wraith fleets and their deadly Gemini Missiles if they have no means of firing back. Likewise, Wraith Burst Lasers can lay waste to any ground target given enough time. Fleets of Wraiths patrolling for enemy fledgling expansion bases should destroy them without any kind of retaliation.

Wraiths quickly fall prey to anti-air defense emplacements, including Zerg Spore Colonies, Protoss Photon Cannons, and enemy Terran Missile Turrets. These air defense structures see right through the Wraiths' cloak even as they tear into their flimsy armor. Other units to be feared include the Zerg Overlord, Protoss Observer, and enemy Terran Science Vessel, each of which can detect cloaked Wraiths so any nearby enemy forces can target and eliminate them. The Protoss Observer is itself cloaked, so be especially careful of a Protoss opponent who doesn't place many Photon Cannons. Chances are he's swarming the battlefield with Observers instead. A Terran Comsat Station Scanner Sweep will also reveal cloaked Wraiths, so beware the telltale sparkling effect if you are battling against a rival Terran power.

One strategy is to deploy just a few expendable cloaked Wraiths early on. The paranoia induced by being attacked by an invisible opponent may be such that your enemy will spend vast amounts of resources making certain your next wave will be detected and destroyed. Even as your opponent doubles up his anti-air defense, use this opportunity to mount a full-scale assault using other kinds of units.

Wraiths cannot face the rival species' superior aircraft head on. The Zerg Mutalisks take half damage from Wraith missiles, while Protoss Scouts are hands-down stronger. Never throw your Wraiths into a head-on battle; rather deploy them stealthily from time to time to harass the enemy. In many cases, Wraiths are too costly and not potent enough to justify purchasing, so use your discretion early on in deciding whether or not their specialties will be appropriate your situation.

SCIENCE VESSEL

STRENGTHS—DETECTS INVISIBLE ENEMIES; VERY DANGEROUS UNDER CAPABLE COMMAND

WEAKNESSES—A TARGET OF OPPORTUNITY; EXPENSIVE; SLOW

HIT POINTS/SIZE	200/LARGE
Time to Build	80
Cost (minerals/Vespene Gas/supply)	25/300/2
Armor/Strength	Ship Plating 1, +1 per upgrade
Special Options	Defensive Matrix, 100 energy
	EMP Shockwave, 100 energy
	Irradiate, 75 energy Detector

Behind every great Terran commander is a Science Vessel. This slow-moving egg-shaped spacecraft is expensive, but well worth its cost, considering all the many powerful features it makes available. It cannot fight back directly and is very vulnerable, so you would do well to protect it with whatever means you have available. The Science Vessel's staggering cost in Vespene Gas means it is hardly an expendable unit. The Science Vessel contains sensors that reveal hidden units like Terran Wraiths, Protoss Observers, and burrowed Zerg. For this reason, sending Science Vessels into combat against an opponent prone to using cloaked units is always a good idea, provided you can afford to. Otherwise, keeping a Science Vessel around your base lets it detect any cloaked assailants who find their way past your cloak-detecting Missile Turrets, while keeping the Vessel a healthy distance away from the dangers of direct combat.

Science Vessels may be upgraded with a Titan Reactor, which increases energy reserves by 50 points. This is especially useful against Zerg since it

lets a Science Vessel use Irradiate twice and Defensive Matrix once before recharging. Science Vessels are an altogether useful investment under any circumstances and boast enough options to make them exceptionally effective support weapons in both offensive and defensive roles. Know that your enemy will likely recognize the threat of your Science Vessel right away and do his best to eliminate it.

Defensive Matrix

Science Vessels all come preequipped with the Defensive Matrix ability that costs 100 points of energy per use. This ability creates a dense energy barrier around any unit of your choice, from a Marine to a Battlecruiser. That barrier will absorb 250 points of damage before collapsing, essentially making the unit in question far tougher than usual. A unit's Defensive Matrix will dissipate eventually, even if the unit is not attacked, so only use this ability before engaging a unit in combat. Use Defensive Matrix on any crucial units, including strategically positioned Siege Tanks, Battlecruisers, Ghosts spotting for Nuclear Strikes, and even the Science Vessels themselves.

EMP Shockwave

You may research two additional offensive powers for your Science Vessels. EMP Shockwave costs 100 energy and fires a pulse rocket that detonates in a sizeable area of effect, instantly negating all energy forms in its radius. The results are most consequential against the Protoss, for it cancels all their shielding immediately. EMP Shockwave even cancels shields on Protoss buildings as well as all ground and flying units. It is an especially invaluable ability vs. the deadly Protoss Archons who have 350 shield points, but only 10 real hit points.

A single EMP Shockwave may easily crush the shields of several Archons at a time, thus nearly killing the fearsome beings in one fell swoop. Since EMP Shockwave negates energy reserves to zero, all units who use energy—from packs of cloaked enemy Wraiths to Zerg Defilers—are open game if you wish to eliminate their ability to use their special powers. EMP Shockwave is also an excellent strike weapon against Protoss Shield Batteries, as not only does it cancel the Batteries' shields, it also depletes their energy reserves and makes it impossible for nearby Protoss defenders to recharge.

While EMP Shockwave lends itself perfectly for use against the Protoss, the power of Irradiate is best suited against the Zerg. At 75 energy points per use, Irradiate coats the targeted unit in a dangerously radioactive field that will heavily damage an organic target over time or any organic units adjacent to it.

All Zerg units are organic, while most Terran and Protoss units are mechanical and thus immune to the effects of Irradiate. Try this ability against closely clustered groups of Zerg, in particular flying units like Mutalisks and Guardians. Since Irradiate gradually deals up to 300 points of damage, it is also an effective weapon against the powerful Zerg Ultralisks. Also, using Irradiate against a Zerg or enemy Terran supply line yields excellent results. One clever variation is to use it defensively. Try Irradiating a friendly Siege Tank in danger of being swarmed by Zerglings. The Siege Tank is immune to the spell's effects, but should Zerglings approach, they will quickly perish within the noxious cloud.

BATTLECRUISER

STRENGTHS—HEAVILY ARMORED; COMMANDS THE ALL-POWERFUL YAMATO GUN

WEAKNESSES—VERY EXPENSIVE; VERY SLOW

HIT POINTS/SIZE	500/LARGE
Time to Build	160
Cost (minerals/Vespene Gas/supply)	400/300/8
Weapon/Strength	ATA Laser Battery 25,
	+3 per upgrade
Weapon/Strength	ATS Laser Battery 25,
	+3 per upgrade
Armor/Strength	Vehicle Plating 2, +1 per upgrade
Special Options	Yamato Gun, 150 energy

The pinnacle of Terran military engineering is the Behemoth-class Battlecruiser, a massive and heavily armored command warship packed with devastating air-to-air and surface-to-air lasers capable of lancing enemy targets with surgical accuracy. The Terran Battlecruiser is as slow as it is expensive—extremely so, in both cases. It takes a very long time to construct and demands huge reserves of minerals and Vespene Gas, not to mention plenty of Supply Depots. But should your economy become such that you can support several Battlecruisers as part of your fleet, your victory is practically assured.

Battlecruisers may be upgraded with the legendary Yamato Gun, researched from the Science Facility's Physics Lab add-on. This cannon requires huge amounts of energy to use and takes several seconds to heat up before it activates, but it inflicts 250 points of damage and will destroy most any enemy target in a single shot as well as put a serious dent into any enemy structure. Most importantly, it is perfect for eliminating anti-air defense structures from out of enemy reach. Protoss Photon Cannons and enemy Terran Missile Turrets are destroyed in a single Yamato Gun blast, though Zerg Spore Colonies will survive the assault. The Yamato gun has a greater reach than the Battlecruiser's field of vision, so using a forward scout or a Scanner Sweep from your Comsat Station to spot for it is often a good idea. Another important upgrade is the Colossus Reactor,

also available from the Physics Lab, which adds 50 points of energy to your Battlecruiser's reserve, letting it use the Yamato Gun more frequently. Battlecruisers also benefit greatly from air weapons upgrades from your Armory.

The Behemoth-class cruiser is hardly invincible in spite of its size and thick plating. Though its laser battery attacks have great range and are extremely powerful against ground and air foes alike, one Battlecruiser cannot defend itself against swarms of opponents nor will it escape from them.

The single greatest threat to your Battlecruiser is certainly the suicidal and explosive Zerg Scourge, who will fly headlong into your expensive spacecraft and quickly compromise its hull. Though your Battlecruiser can kill Scourge in a single attack and can hold off a few before they close in, a wise Zerg opponent will keep your cruiser occupied with other problems and send Scourge around back where you don't expect them. Beware of these dangerous foes and always send Battlecruisers in fleets of as many as you can afford, preferably with escort from Wraith fighters or Science Vessels. In great numbers, Battlecruisers can easily hold back as many Scourge as the opponent cares to throw your way.

Because the Battlecruiser is so well armored, it can often survive fierce battles intact. Always make sure and fly surviving Battlecruisers back to base and have several SCVs work together to repair them back to full strength. Another option is to select several SCVs and right-click the cruiser. They will then escort the expensive ship and repair whenever it necessary, even in combat. Make every effort to save your Battlecruisers if they're in danger.

Ultimately, the greatest shortcoming of the Battlecruiser is its cost and build time. Don't even think about building these in a close combat situation and only consider them when you need that extra edge to sway a long battle in your favor.

Terran Structures

Terran structures are austere but serviceable and by all means effective. Constructed from reinforced metal, they can take a real beating before going down. And just as a Terran SCV unit may construct a Terran building single-handedly, it can repair that building quickly and efficiently should it take damage. Terrans can quickly restore a base from a state of near-destruction back to perfect working condition, whereas the Protoss and Zerg can do nothing but wait for their structures to slowly regenerate themselves.

The one side effect to Terran design is that their buildings are susceptible to gas leaks. Once a building is damaged to under 25 percent integrity (the red zone), the building will slowly take damage from fire until it is either repaired out of the red zone or destroyed.

The most striking feature of Terran architecture is that many of the more important structures may lift off and fly about, though slowly. Airborne buildings are not functional until they land, but the strategic significance of flight is immense. Lifting your buildings may well save them from opponents limited to a ground attack, like Protoss Zealots or Zerg Zerglings.

Another advantage of mobile structures is that Terrans can create additional structures within the safety of their primary base, then fly them off to a new location once the coast is clear. Many Terran structures also support add-on facilities that are immobile and only functional when attached to the primary structure. If you leave an add-on behind, an enemy Terran opponent may well land his structure beside it and take advantage of it. Such a situation is rare, but theoretically possible.

BASIC TERRAN STRUCTURES

COMMAND CENTER

HIT POINTS	1,500
Time to Build	120
Cost	400m, 0g
Requires	N/A
Special Options	Supplies provided: 10
Build Comsat Station	Requires Academy
Build Nuclear Silo	Requires Science Vessel with attached Covert Ops

The Command Center is the core behind all Terran military operations. This heavily armored structure produces SCVs that in turn produce all other Terran structures, and the Command Center is also the place where SCVs deliver all harvested resources. Like many Terran facilities, the Command Center can lift off and fly.

In most cases, a sole Command Center cannot support your war effort; you must construct more when you discover fresh patches of minerals or Vespene Gas geysers. One option is to construct the additional Command Center within the confines of your primary base, then fly it to the designated expansion area when the coast is clear. The Command Center can support one of two upgrades, between the Comsat Station and the Nuclear Silo.

Comsat Station (Command Center Add-On)

HIT POINTS	500
Time to Build	40
Cost	50m, 50g
Requires	Academy
Special Options	Scanner Sweep, 75 energy

This important and inexpensive Terran add-on provides immediate intelligence on unexplored regions of the battlefield by means of the Scanner Sweep. The Scanner Sweep reveals a sizeable chunk of terrain for several seconds. Remember to use this function frequently early in a battle to systematically reveal key points in the area and check up on your opponent's progress.

Scanner Sweep is also useful in that it reveals cloaked enemies. Should you fall under attack by an invisible opponent or otherwise suspect cloaked foes lurking nearby, use a Scanner Sweep to reveal their position. Always denote your Comsat station to an easily accessible hot key, such as Ctrl-0. That way, you can instantly trigger a Scanner Sweep. When you're dealing with cloaked enemies, that may be all the time you have.

Nuclear Silo (Command Center Add-On)

HIT POINTS	600
Time to Build	80
Cost	100m, 100g

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Requires	Science Facility with attached Covert Ops
Special Options	Arm Nuclear Silo, 200m, 200g 8s, time 200

You can add a Nuclear Silo to your Command Center only after you've attached a Covert Ops to your Science Facility. This structure lets you build a nuclear bomb that a Ghost agent may later target on the enemy. Nukes take a very long time to build and are expensive to produce. Further, using a Nuclear Silo means not using a Comsat Station, so a Nuclear Silo is only suitable at a secondary Command Center. Nuclear strikes are only useful in long battles. A Nuclear Silo may only contain a single nuke, but you can construct multiple silos and build multiple nukes in that fashion. For more information on using nuclear bombs, consult the unit guide for a thorough description of the Ghost agent.

SUPPLY DEPOT

HIT POINTS	500
Time to Build	40
Cost	100m, 0g
Requires	N/A
Special Options	Supplies provided: 8

The quantity of Supply Depots under your control directly influences how many units you can support on the battlefield. Make sure and always stay ahead of your unit production by building plenty of austere structures. Supply Depots are big and bulky, and toward the end of a battle, you'll have built far more of them than you would have liked. Try and find a

clean spot within your base where you can place many Depots side by side, so you can readily keep track of them. Otherwise, since Supply Depots are cheap and reasonably well armored, don't be afraid to line the outskirts of your base with them to slow the enemy down.

REFINERY

HIT POINTS	750
time to build	40
cost	100m, 0g
Requires	N/A

The Terran Refinery must be constructed over a Vespene Gas geyser. It serves to package the valuable substance into containers your SCVs may readily bring it back to your Command Center. Vespene Gas is required to build all advanced Terran facilities as well as many Terran units. Since only one SCV may be present within a Refinery at any one time, with proper Command Center placement, you'll need no more than four of them to bring in a steady supply of gas. Do not build a Refinery until you've already constructed a Barracks and trained a few Marines.

BARRACKS

HIT POINTS	1,000
Time to Build	80
Cost	150m, 0g
Requires	Command Center

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HIT POINTS	1,000
Special Options	Train Marine
	Train Firebat Requires Academy
	Train Ghost Requires Science
	Facility with attached Covert Ops

The Barracks is a mobile structure where all Terran infantry units are trained. This must be one of the first buildings you erect early in a battle, as it will provide you with Marines who will defend your territory early on. Marines and Firebats work best in large groups, and for that reason, you will want to construct more than one Barracks as soon as resources permit. Producing great numbers of infantry at once also means you can fill your defensive Bunkers quickly.

ACADEMY

HIT POINTS	600
Time to Build	80
Cost	200m, 0g
Requires	Barracks
Special Options	Research U-238 Shells 150m
	150g, Time 100
Research Stim Pack Tech	100m, 100g, Time 80

You need this structure before you can attach a Comsat Station to your Command Center. Otherwise, this structure lets you train Firebats at your Barracks as well as research two useful upgrades for your infantry. U-238 Shells increase the range of your Marines' Gauss Rifles, while Stim Packs offer Marines and Firebats a temporary twofold increase in speed and rate

of fire at the cost of ten hit points. The Academy is an expensive structure, but you should try to build one as soon as possible—especially against the Zerg and Protoss, whose Zerglings and Zealots are vulnerable to Firebats.

ENGINEERING BAY

HIT POINTS	850
Time to Build	60
Cost	125m, 0g
Requires	Barracks
Special Options	Upgrade Infantry Weapons
Level 1	100m, 100g, Time 266
Level 2	175m, 175g, Time 298
	Requires Science Facility
Level 3	250m, 250g, Time 330
Upgrade Infantry Armor	
Level 1	100m, 100g, Time 266
Level 2	175m, 175g, Time 298
	Requires Science Facility
Level 3	250m, 250g, Time 330

An Engineering Bay is required before you can build Missile Turret defenses. The primary function of this structure is to upgrade the weapons and armor of your infantry units. Since infantry tend to be deployed in great numbers, the extra points of damage afforded by each weapons upgrade tend to have a significant effect in battle. Do not rush to build this structure—upgrades take a very long time and cost more than you can spare at the beginning of a match. Once you have some revenue to spend, go ahead and set this building up.

MISSILE TURRET

HIT POINTS	200
Time to Build	30
Cost	100m0g
Requires	Engineering Bay
Special Options	Longbolt Missile, 20 damage
	Detector

This inexpensive structure fires powerful missiles at a furious rate upon any airborne enemies that come within its firing range. Of further import, a Missile Turret detects any cloaked units in the area, making it the perfect counter against enemy Terran Wraiths and pesky Protoss Observers. Its only drawback is that a Missile Turret is useless against ground forces. Position Bunkers nearby to protect it.

BUNKER

HIT POINTS	350
Time to Build	30
Cost	100m, 0g
Requires	Barracks

This outstanding defensive structure is specifically designed to provide a protective shell for Terran infantry. Up to four infantry units in any combination may be stationed within a Bunker, and they will automatically fire on any enemy forces that move within their firing range. A Bunker provides 350 hit points' worth of defense on top of your infantry, and even if it's destroyed, the units inside emerge unscathed.

Four Marines tends to be the best way to fill a Bunker, but Firebats in Bunkers are deadly against Zerg Zerglings and Protoss Zealots. Position Bunkers near your supply lines and at choke points leading to your base, and do not hesitate to send SCVs into battle to construct Bunkers in hostile zones. SCVs may be stationed in Bunkers for protection. Remember that Bunkers repair quickly, and Marines and Firebats cannot use Stim Packs from within their confines.

ADVANCED TERRAN STRUCTURES

FACTORY

HIT POINTS	1,250
Time to Build	80
Cost	200m, 100g
Requires	Barracks
Special Options	Build Machine Shop
	Build Vulture
	Build Goliath, Requires Machine Shop, Armory
	Build Siege Tank, Requires Machine Shop
	Liftoff/Land

The Factory produces Terran ground assault vehicles, from the speedy Vulture Hoverbike to the awesome Arclite Siege Tank. Build this structure as soon as you've fortified your infantry defenses. Build a Machine Shop attachment as soon as you can to upgrade your Siege Tanks and Vultures

with useful enhancements. Be sure to build an additional Factory when resources allow. Siege Tanks and Goliaths are slow to produce, so you need at least two Factories turning them out to build a strong attack force. The Factory can lift off and fly.

MACHINE SHOP (FACTORY ADD-ON)

HIT POINTS	750
Time to Build	40
Cost	50m, 50g
Requires	Factory
Special Options	Research Ion Thrusters
	100m, 100g, Time 100
Research Spider Mines	150m, 150g, Time 80
Research Siege Tech	150m, 150g, Time 80

This inexpensive yet heavily armored add-on lets you research several critical enhancements for your vehicles. Spider Mines are a crucial addition to your Vultures, debatably more useful than the Vultures themselves. Ion Thrusters make the naturally quick Vultures the single fastest land unit anywhere. Siege Tech is imperative for your Siege Tanks, letting them change into deadly artillery cannons at will. Build this add-on only after you construct a few Vultures since you cannot produce units while the Machine Shop is being constructed. Then, get to researching Spider Mines, and once finished, those Vultures you've already built will be equipped with the mines.

ARMORY

HIT POINTS	750
Time to Build	80
Cost	100m, 50g
Requires	Factory
Special Options	Upgrade Vehicle Weapons
Level 1	100m, 100g, Time 266
Level 2	175m, 175g, Time 298
	Requires Science Facility
Level 3	250m, 250g, Time 330
Upgrade Vehicle Plating	
Level 1	100m, 100g, Time 266
Level 2	175m, 175g, Time 298
	Requires Science Facility
Level 3	250m, 250g, Time 330
Upgrade Ship Weapons	
Level 1	100m, 100g, Time 266
Level 2	150m, 150g, Time 298
	Requires Science Facility
Level 3	200m, 200g, Time 330
Upgrade Ship Plating	
Level 1	150m, 150g, Time 266
Level 2	225m, 225g, Time 298
	Requires Science Facility
Level 3	300m, 300g, Time 330

You must build an Armory before you can construct Goliaths at your Factory. The function of this structure is to upgrade the weapons and armor

of Terran ground vehicles and flying units. Because upgrades take a very long time, you may wish to build additional Armories so that you can research several upgrades at once. Always prioritize weapons upgrades before armor upgrades. Siege Tanks in particular reap great benefits from each improvement. Note that second level upgrades require that you build a Science Facility first.

STARPORT

HIT POINTS	1,300
Time to Build	80
Cost	200m, 150g
Requires	Factory
Special Options	Build Control Tower
Build Wraith	
Build Dropship	Requires attached Control Tower
Build Science Vessel	Requires attached Control Tower, Science Facility
Build Battlecruiser	Requires attached Control Tower, Science Facility with attached Physics Lab

You must build a Factory before you can construct a Starport. This mobile structure builds all Terran flying vessels. At first, only the Wraith fighter is available, but as you build other structures, you will gain access to the Dropship transport, Science Vessel support craft, and the powerful Battlecruiser. To build a substantial airforce, you must build at least two Starports, since flying units are so slow to produce. The Starport is required before you can construct a Science Facility, which you need before you can research level two weapon and armor upgrades.

Control Tower (Starport Add-On)

HIT POINTS	500
Time to Build	40
Cost	100m, 50g
Requires	Starport
Special Options	Research Cloaking Field
	150m, 150g, Time 100
Research Apollo Reactor	150m, 150g, Time 166

This fairly costly add-on lets you construct Dropship transports from your Starport. Likewise, this add-on is imperative if you intend to use Wraith fighters, as this is the place where you research the Wraith Cloaking Field that lets them turn invisible at will. The Apollo Reactor increases their energy reserves by 50 points, letting them remain cloaked for a while longer.

Science Facility

HIT POINTS	850
Time to Build	80
Cost	150m, 200g
Requires	Starport
Special Options	Build Covert Ops
	Build Physics Lab
Research EMP Shockwave	200m, 200g, Time 120
Research Irradiate	150m, 150g, Time 80
Research Titan Reactor	150m, 150g, Time 166

This costly Science Facility lets you research second- and third-level upgrades at your Engineering Bay and Armory. Further, it lets you produce Science Vessels from your Starport, which are valuable for their offensive and defensive special abilities as well as their cloak-detecting sensors. You can add one of two different add-ons to your Science Facility. The Covert Ops lets you produce Ghost agents at your Barracks and add a Nuclear Silo to your Command Center. The Physics Lab will let you construct Battlecruisers at your Starport. Ghosts are useful and inexpensive, so in most cases, you will want to build a Covert Ops first. Should you later decide to build a Physics Lab, the simplest solution is to construct a second Science Facility to support it. However, you have the option to fly your Science Facility to a new location and build a new add-on there, with the disadvantage being that the former add-on is rendered useless.

The Science Facility is the last structure on your technology tree, but important to produce if only to facilitate new upgrades and let you train valuable Ghost agents.

PHYSICS LAB (SCIENCE FACILITY ADD-ON)

HIT POINTS	600
Time to Build	40
Cost	50m, 50g
Requires	Science Facility
Special Options	Research Yamato Gun, 200m
	200g, Time 120
Research Colossus Reactor	150m, 150g, Time 166

This inexpensive add-on facilitates the construction of the mighty Behemoth class Battlecruisers at your Starport. Only construct this add-on if you

have huge reserves of resources (or intend to acquire them in the near future). As soon as it is prepared, you should begin researching the Colossus Reactor even as you start building your first Battlecruiser. This upgrade increases the Battlecruiser's energy reserves, letting it use its fearsome Yamato Gun more frequently. Only research the Yamato Gun after the Reactor is complete, as you must wait a long while for your new Battlecruiser's energy stores to charge up before you can use it.

COVERT OPS (SCIENCE FACILITY ADD-ON)

HIT POINTS	750
Time to Build	40
Cost	50m, 50g
Requires	Science Facility
Special Options	Research Lockdown, 200m,
	200g, Time 100
Research Personal Cloaking	100m, 100g, Time 80
Research Ocular Implants	100m, 100g, Time 166
Research Moebius Reactor	150m, 150g, Time 166

The Covert Ops contains the technology and personnel required to train Ghost agents who will become available thereafter at your Barracks. Adding a Covert Ops to your Science Facility also enables the construction of a Nuclear Silo add-on for your Command Center, which is required for a Ghost to use the all-powerful Nuclear Strike. You will wish to research each and every upgrade from the Covert Ops before you send a Ghost to mount a Nuclear Strike, however. Lockdown, an essential ability against the Protoss and enemy Terrans, lets your Ghost freeze mechanical

units in their tracks. Personal Cloaking lets the Ghost vanish out of sight, while the compact Moebius Reactor increases a Ghost's energy reserves by 50 points. Ocular Implants increase a Ghost's field of vision, letting him target a Nuclear Strike from longer distances.

Know that while the Covert Ops is inexpensive, as are individual Ghost agents, Ghosts are ineffective without the Lockdown ability at the very least. And you must invest many more resources before you can stage a successful Nuclear Strike. Begin researching Lockdown even as you train your first Ghost.

Beware the Zerg Swarm

CHAPTER TWO

★★★

The Zerg Swarm Units and Structures

Zerg Units

The Zerg were bioengineered to be resilient, resourceful, fast, and united. Though this recipe left them with little in the way of good looks, the Zerg represent the most dangerous force the universe has ever known. Led by an entity known only as the Overmind, the Zerg share a single-minded desire to expand their territory and kill or assimilate every species they encounter. Having improved their genetic code countless times since their humble origins, the Zerg now stand as a biological superpower, foregoing technology for the sake of natural purity and power.

The Zerg can construct a military force much faster than any other known species. Their individual warriors tend not to be particularly strong, but their low cost and quick rate of production means the Zerg may assemble overwhelming armies with which they can easily conquer any foe. Most Zerg ground units can burrow beneath any surface out of sight, and all Zerg units are endowed with a remarkable metabolism that lets them gradually regenerate to full health even from the brink of demise. But the sheer versatility of the Zerg is their most impressive feature.

From the sinister needle-shooting Hydralisks to the elegant winged Mutalisks to the massive and utterly ferocious Ultralisks, the Zerg possess a genetic strain perfectly suited to each and every combat situation. Though their lack of any technological achievement may suggest an inherent inferiority, all it takes is to face them in combat but for even a moment to realize that the Zerg represent a very real threat to the known universe.

You will find the Zerg units and structures presented in a logical order, from the most basic to the most advanced.

LARVA

STRENGTHS—HEAVILY ARMORED; PRODUCED AT NO COST; MORPHS INTO ALL ZERG UNITS

WEAKNESSES—DOCILE

HIT POINTS/SIZE	25/SMALL
Armor/Strength	Zerg Carapace, 10
Special Options	Morph into Drone
	Morph into Overlord
	Morph into Zergling, Requires Spawning Pool
	Morph into Hydralisk, Requires Hydralisk Den
	Morph into Ultralisk, Requires Ultralisk Cavern
	Morph into Mutalisk, Requires Spire
	Morph into Queen, Requires Queen's Nest
	Morph into Defiler, Requires Defiler Mound
	Morph into Scourge, Requires Spire

The mindless Zerg Larva will appear intermittently about your Hatchery, Lair, or Hive, and feast on the nutrients in the immediate vicinity. Up to three Larva will be present around your Hatchery at any one time. These docile creatures are remarkable in that they are imbued with the genetic code of all other Zerg strains and may morph into any other Zerg breeds at will, provided you have the resources required for the transformation. All you must do first is produce the structure that supplies the genetic code to the Larva—for instance, the Hydralisk Den or Defiler Mound—and that particular transformation will become an option.

As your Larva transform, more Larva will be born to replace them. In this fashion, you may have up to five Zerg units hatching simultaneously,

lending the Zerg an important advantage of speed over both the Terrans and the Protoss who may only produce units one at a time from any given structure. But at the same time, your Hatchery becomes your lifeline; if it is destroyed, not only does your flow of resources cease, but so does your ability to produce new workers and warriors. To circumvent this possibility, aspire to build additional Hatcheries as soon as possible.

DRONE

STRENGTHS—INEXPENSIVE; CAN MORPH INTO BUILDINGS; CAN BURROW

WEAKNESSES—EASILY KILLED; VIRTUALLY DEFENSELESS; LOST AFTER TRANSFORMATION

DESIGNATION	DRONE
Hit Points/Size	40/small
Time to Build	20
Cost (minerals/Vespene Gas/control)	50/0/1
Weapon/Strength	Spines 5, +0 per upgrade
Armor/Strength	Zerg Carapace 0, +1 per upgrade
Special Options	Burrow

The semisentient Drone is the workhorse of the Zerg Overmind and is intimately involved in expanding Zerg territory and maintaining Zerg economy. Drones harvest minerals and collect Vespene Gas. Try and maintain a ratio of two Drones per mineral patch to generate mineral resources as quickly as possible. In most cases, you will need no more than four Drones collecting Vespene Gas, since only one Drone may reside within an Extractor at any given time.

Drones may also morph themselves into any type of Zerg structure at will. This is at once a testament to the Zerg race's resilience and adaptability and something of a nuisance. Namely, each Drone that morphs into a structure is one fewer Drone collecting resources. You must take this into account in establishing your military presence and understand that it effectively increases the cost of each Zerg structure by 50 minerals.

Drones are next to defenseless, but if you research the ability to burrow, they can escape underground in the event of attack. Should your enemy make an attempt to attack your Drones harvesting resources and you are unable to defend immediately, try burrowing your Drones out of sight then surfacing them once the danger abates.

OVERLORD

STRENGTHS—CAN DETECT INVISIBLE UNITS; VERSATILE

WEAKNESSES—DEFENSELESS AND VULNERABLE

HIT POINTS/SIZE	200/LARGE
Time to Build	40
Cost (minerals/Vespene Gas/control)	100/0/0
Armor/Strength	Flier Carapace 0, +1 per upgrade
Special Options	Control provided: +8

The bloated Overlord's fearsome demeanor serves as little protection for this slow, defenseless, and entirely vulnerable flying organism. Its primary function is to maintain the control link between the Zerg Overmind and its distant forces. In this respect, the Overlord is functionally equivalent to a Terran Supply Depot or a Protoss Pylon. Since each Overlord can only maintain control over a limited number of Zerg units, you must produce new Overlords regularly to support your ever-increasing military.

Though Overlords may fly anywhere, they move very slowly. Nevertheless, early in a battle, you may well use them to discover much about your immediate surroundings, including the location of your enemies who probably will not have enough time to construct anti-air defenses in the time it takes your Overlord to learn their positions.

Once you upgrade your Hatchery to a Lair, three key evolutionary enhancement options become available that go a long way to increase the functionality of your Overlords. These include Pneumatized Carapace, which greatly increases your Overlords' speed and makes them much more useful for scouting purposes; Antennae, which increase your Overlords' field of vision and let them more easily detect incoming threats; and Ventral Sacs, which make Overlords functionally equivalent to cargo transports. The Ventral Sacs upgrade is only useful after Pneumatized Carapace, while Antennae, though convenient, is something of a luxury.

After evolving Ventral Sacs, an Overlord gains a storage capacity of eight slots. Drones, Zerglings, Broodlings, and Infested Terrans all use one slot, Hydralisks use two, Defilers use two, and Ultralisks use four. Since you'll have plenty of Overlords around, you can easily ferry great armies to remote distances.

Another valuable function of the Overlord is its innate ability to detect concealed enemies. Use it to spot invisible opponents like Terran Wraiths, Ghosts, Spider Mines, or even burrowed enemy Zerg. Always send a few Overlords into battle with your main force if you suspect retaliation from hidden enemies.

Since Overlords directly determine how many units you can support in battle, expect them to be targets of opportunity for your enemies. Defend your Overlords well; just throwing them all into a remote corner of the battlefield will not be enough, as a cunning enemy will find them and kill them off, thus crippling your army. Since Overlords are also useful for their transporting and scouting functions, expect to lose some over the course of a fight. Always make certain to have more than enough Overlords so their individual losses won't cripple your war effort.

ZERGLING

STRENGTHS—INEXPENSIVE; QUICK, HATCHED IN PAIRS; CAN BURROW

WEAKNESSES—EASILY KILLED; CANNOT ATTACK FLYING UNITS; SHORT RANGE

HIT POINTS/SIZE	35/SMALL
Time to Build	28
Cost (minerals/Vespene Gas/control)	50/0/1 (per pair)
Weapon/Strength	Claws5, +1 per upgrade
Armor/Strength	Zerg Carapace 0, +1 per upgrade
Special Options	Burrow

These vicious, four-legged creatures are characterized by their low cost. For a mere 50 minerals, you get a pair of Zerglings ready to bite and tear at anything in its path.

Zerglings are limited to fighting at close range, and they are weak and very easily killed. However, their cost and quick production rate lets the Zerg commander easily hatch great armies. And in vast numbers, Zerglings can quickly eliminate any ground enemy or structure that stands in their way. The 12 selectable unit constraint may be overcome. Designate Zerglings by the dozen by defining groups with Ctrl-#. Once you have several groups, send them forth into battle by selecting the groups, selecting the Attack function with A, then clicking on a point past the enemy presence. The Zerglings will charge toward the point you specified and spread themselves out, attacking anything that stands in their way. Never order a big group of Zerglings to attack a specific enemy, as only a few can surround it, while the rest idly wait their turn.

They will suit you well in preemptive enemy base attacks early in a battle and likewise make great scouts because of their speed and low cost. Zerglings can burrow, so you would be wise to burrow a few at strategic points around the battlefield to help spot enemies en route to attack your base or expand their own territory.

Zerglings will not fare well against an opponent whose defenses have been established. If you wish to use Zerglings in the middle or toward the conclusion of a battle, you must develop the Metabolic Boost to increase their movement speed and Adrenal Glands to increase their rate of attack. Both enhancements are available at the Spawning Pool. Zerglings benefit tremendously from weapons upgrades evolved at the Evolution Chamber; when so many Zerglings are attacking quickly and all at once, those extra points of damage add up fast.

Your assumption may be that Zerglings work best on the front lines, but this is not the case. Because they can inflict damage quickly, but are easily killed, Zerglings are best sent forth once an enemy is already occupied with your stronger units. They are particularly useful in base sieges; once ten or so manage to surround an enemy structure, that structure will momentarily be reduced to a heap of rubble. Zerglings are by nature very vulnerable to flying assailants, so don't hesitate to burrow them should they come under fire unexpectedly.

You would be wise always to hatch some Zerglings no matter whom you are facing to take advantage of their aptitude toward stealth and reconnaissance. Whether or not you should rely on them in battle depends on how small a battlefield you have to work with and how many resources you have available.

HYDRALISK

STRENGTHS—INEXPENSIVE; VERSATILE; FAST RATE OF FIRE; CAN BURROW

WEAKNESSES—INEFFECTIVE IN SMALLER QUANTITIES; VULNERABLE TO AREA EFFECT ATTACKS

HIT POINTS/SIZE	80/MEDIUM
Time to Build	26
Cost (minerals/Vespene Gas/control)	75/25/1
Weapon/Strength	Needle Spines 10, +1 per upgrade (explosive)
Armor/Strength	Zerg Carapace 0, +1 per upgrade
Special Options	Burrow

Pure wickedness takes the form of the Zerg Hydralisk, a serpentine monstrosity that stands twice as tall as a man and is protected by a thick carapace as sturdy as steel. The Hydralisk is the key to the Zerg military collective, with its combination of speed, power, versatility, and stealth all at a low cost. In combat, the Hydralisk forgoes its razor-like arms in preference to its Needle Spines, streamlined armor-piercing blades that it launches over long distances to puncture and kill a living creature in moments or to pierce and annihilate a vehicle. Though the Needle Spines aren't particularly powerful, a Hydralisk attacks quickly and relentlessly such that the damage quickly adds up. The effect is all the more poignant when Hydralisks attack en masse.

Hydralisks can dish it out, but are relatively easily to kill. Especially when facing Protoss Zealots or other short-range ground units, Hydralisks are best off using their long range and speed to keep away from the opponents while firing on them as they attempt to close in. Like all Zerg units

and structures, Hydralisks slowly regenerate their health, so be sure and let them heal in between battles by burrowing them safely underground. The explosive nature of their Needle Spines makes Hydralisks less effective against lightly armored infantry units than against heavily armored vehicles and structures.

You can greatly improve your Hydralisks' combat prowess by upgrading them with Muscular Augments to improve their speed, then use Grooved Spines to increase the range of their Needle Spine attack. Both evolutionary enhancements are available at the Hydralisk Den. Add to that ranged weapons and carapace upgrades from the Evolution Chamber, and the Hydralisk becomes a fearsome foe under any circumstances. Keep some around your headquarters to help with base defense; send legions of them to harass and overwhelm the enemy; burrow them along the enemy's travel routes; and mount an indefensible surprise attack.

Hydralisks serve any number of destructive purposes and serve them well. They are effective in any and every combat and defensive situation—the only prerequisite is to deploy them in large groups so their relatively weak strength and defense is accounted for through sheer number. Try and always hatch three Hydralisks at a time and beware of area effect attacks from the likes of Protoss High Templars, the Protoss Reavers, Terran Siege Tanks, or even enemy Zerg Defilers. These foes can vanquish your Hydralisk forces quickly if you keep them clustered close together. Spread your Hydralisks out if you suspect your enemy is prone to using these types of attacks.

QUEEN

STRENGTHS—RELATIVELY INEXPENSIVE; VERSATILE; INCREDIBLY POTENT UNDER CAPABLE COMMAND

WEAKNESSES—EASILY KILLED; VULNERABLE TO FLYING UNITS; INEFFECTIVE WITHOUT ESCORT

HIT POINTS/SIZE	120/MEDIUM
Time to Build	50
Cost (minerals/Vespene Gas/control)	100/150/2
Armor/Strength	Flier Carapace 0, +1 per upgrade
Special Options	Parasite, 50 energy
	Spawn Broodlings, 150 energy
	Ensnare, 75 energy
	Infestation

See Broodling page 62

While the Queen, contrary to her title, does not commandeer all Zerg forces, she is lord and ruler over a host of Parasites that cling to her squid-like body and heed her every beck and call to assist in the conquest of her enemies.

The Queen is fast-flying creature, perhaps less fearsome in appearance than the typical Zerg specimen, but every ounce as vicious and dangerous—and in many ways even more so. Though the Queen cannot attack directly, her various powers make her an absolutely indispensable support unit in any large-scale Zerg offensive maneuver. She is also the perfect scout because of her speed, good field of vision, and Parasite ability. Considering the incredible power at her disposal, the Queen is a real bargain.

Parasite

A Queen always commands the ability to launch a tiny Parasite over long range against the enemy unit of choice. Parasite costs only 50 points of energy to use and may be fired on the target from a very long range. After attaching a Parasite to a target, the Zerg can see through its eyes and gather reconnaissance in this way. Parasite is excellent to use against enemy worker units and transports or otherwise any members of the enemy garrison. If you cast a Parasite on an enemy unit with cloaking ability, it will always appear visible to your forces. Likewise, using Parasite

on an enemy cloak detector unit will reveal any cloaked enemy units near to it. Send the Queen to scout enemy territory, then affix Parasites onto any units you find. A Parasite cannot be removed. Only the death of its host will negate its effects.

Spawn Broodlings

You must research the Spawn Broodlings ability from your Queen's Nest before you can use it. Spawn Broodlings cost 150 energy points per use and kills the target instantly as its body fatally fertilizes two weak Zerg creatures. The Broodlings themselves are easily killed. Spawn Broodlings only affects organic ground units. They does not affect flying units of any sort, and other exceptions include Protoss Reavers, Probes, and Archons. However, Spawn Broodlings instantly kill such powerful and expensive units like Terran Siege Tanks, Protoss High Templars, and Zerg Ultralisks, making the Queen a powerful force indeed. The power of this ability is obvious.

Ensnare

You must research Ensnare at your Queen's nest before you can employ this power. For 75 points of energy, the Queen can secrete sticky green spores over great distances that coat all units in the area in a substance that significantly slows their rate of fire and movement. Use this ability against closely knit packs of enemy units to make them far less effective in battle, thus giving your own forces the upper hand. Ensnare works great against flying units—slow them down, then send in the suicidal Scourge to finish them off. Ensnare can also reveal cloaked units. If you see the shimmer effect of an invisible unit, cast Ensnare upon in. The green goo will not only slow the cloaked unit down, but reveal it to your forces. Be careful when using this ability, however, as it will slow your own units caught in the area of effect. The effects of this ability wear off after a while.

Infestation

The Queen has the ability to take over a Terran Command Center. You won't have the chance to use Infestation often, but if you're able to damage a Terran Command Center to half its strength or below, you may order a Queen to infest it. The process is almost instantaneous. The resulting Infested Command Center is now yours to control and may fly about like many other Terran facility. The structure is used to produce Infested Terrans who charge at their target and explode, dealing tremendous damage.

You may also upgrade a Queen with Gamete Meiosis, which increases her energy capacity by 50 points. Because her abilities are so widely useful, this upgrade is a good idea. Always consider Queens in your long-term strategy.

Broodling

STRENGTHS—NO COST TO PRODUCE; FAST MOVING; CAN DRAW ENEMY FIRE

WEAKNESSES—EASILY KILLED; PHYSICALLY WEAK

HIT POINTS/SIZE	30/SMALL
Weapon/Strength	Toxic Spores 4, +1 per upgrade
Armor/Strength	Zerg Carapace 0, +1 per upgrade

Broodlings are short-lived creatures spawned from unfortunate hosts made subject to the Zerg Queen's Spawn Broodlings ability. The target of the attack is instantly killed, and a pair of Broodlings spring forth from its corpse and innately lash out at any enemies in their vicinity.

Broodlings are weak and easily killed and die off after a while, even if the enemy doesn't get to them first. Most of the time, your best course of action is simply to let them follow their instincts and distract nearby

opponents from your more valuable forces. Consider Broodlings a bonus to the Queen's already powerful ability to kill many types of ground units in a single stroke.

DEFILER

STRENGTHS—INEXPENSIVE; EXTREMELY POWERFUL UNDER CAPABLE COMMAND; CAN BURROW

WEAKNESSES—A TARGET OF OPPORTUNITY; DEFENSELESS WITHOUT ESCORT

HIT POINTS/SIZE	80/MEDIUM
Time to Build	50
Cost (minerals/Vespene Gas/control)	25/100/2
Armor/Strength	Zerg Carapace 0, +1 per upgrade
Special Options	Dark Swarm, 100 energy
	Plague, 150 energy
	Consume
Burrow	

Born in a pit of death, filth, and disease, the Defiler is perhaps the most alarming and loathsome of all the Zerg breeds. This serpentine creature prospers under such conditions that all other forms of life find offensive and even deadly.

While this creature is weak in constitution, incapable of attacking its enemies directly, and not particularly quick, it possesses two abilities that make it a most powerful addition to the Zerg brood indeed. Though the Defiler cannot fight, it can burrow underground if endangered. It is also rather inexpensive to produce.

Dark Swarm

For 100 points of energy, a Defiler can propel a huge swarm of tiny insect-like creatures to a given point. The resulting cloud hangs in the air for a long while and absorbs all enemy ranged attacks, thus protecting those Zerg units underneath it from the harmful effects of projectile weapons. Of particular note is the fact that Dark Swarm negates virtually every type of Terran attack—Marines, Ghosts, Goliaths, Vultures, Wraiths, and Battlecruisers are all useless against units within the cloud. Only siege mode Siege Tanks and Firebats can successfully penetrate the cloud.

Meanwhile, an enemy Zerg force using mostly Hydralisks and Mutalisks cannot breach the cloud. However, Dark Swarm is less useful against the Protoss, whose Zealots, Archons, and Reavers may all attack through the cloud uninhibited. But perhaps the true power of Dark Swarm is the fact that Zerg units within the cloud may still fight back with their typical ferocity. Thus Hydralisks within a Dark Swarm may devastate enemy flying units without any fear of retaliation. Dark Swarm hangs low to the ground, so it will not protect your own flying units from enemy firepower. But this is hardly a setback for an ability whose power must never be underestimated. Use Dark Swarm before raiding the enemy base, then burrow the Defiler out of sight.

Plague

You must research Plague at your Defiler Mound before you can use it. The designation "Plague" is a bit of a misnomer; when it uses this ability, the Defiler spits forth a thick, red, acidic toxin that coats all units and structures in a wide area and starts eating away at them at a fearsome rate. Plague costs 150 energy per use. Plague will never kill its target, but

will atrophy up to 300 hit points or reduce it to one point of health, whichever comes first. Plague is perfect for hit-and-run strikes against an enemy base, as a preemptive attack against an enemy force or as a long-range means of damaging enemy defenses.

Plague will also reveal any cloaked units caught within the attack. Plague does not affect Protoss Shields, but cuts straight to the hit points, bypassing shields altogether. Remember that Plague is just as dangerous to your forces as it is to the enemy, so make certain your warriors are nowhere near the Defiler's targeted area. Plague is particularly deadly when used against an enemy supply line. Reduce all the opponent's gatherer units to one hit point, then send in a few units—Mutalisks, with their ricocheting Glave Wurm attack, are perfect for the job—and destroy then.

Consume

After you research Consume from your Defiler Mound, you may order a Defiler to eat any of its brethren besides Larva. The nutrients from the unfortunate victim will restore 50 points of energy to the Defiler. While a Defiler may consume anything from an Ultralisk to a Mutalisk, it will always regain 50 energy and nothing more. For this reason, Zerglings are the obvious choice for consumption, since they cost a mere 50 minerals per pair. If you use Defilers often, follow them with packs of Zerglings that the Defilers can feast on to use Dark Swarm an Plague more frequently.

You may also evolve a Metasynaptic Node for your Defilers that increases maximum energy reserves by 50 points. This lets the Defiler use both Plague and Dark Swarm before resting.

SCOURGE

STRENGTHS—INEXPENSIVE; FRIGHTFULLY POWERFUL; FAST MOVING; HATCHED IN PAIRS

WEAKNESSES—CANNOT ATTACK GROUND UNITS; KILLED ON CONTACT; EASILY DESTROYED

HIT POINTS/SIZE	20/SMALL
Time to Build	30
Cost (minerals/Vespene Gas/control)	25/75/1 (per pair)
Weapon/Strength	Suicide 110
Armor/Strength	Zerg Carapace 0, +1 per upgrade

The aptly named Scourge are feared by all pilots in the known galaxy. These tiny and unassuming bat-like creatures are known to crash head-long into enemy spacecraft and burst in a deadly acidic explosion, always fatal to the Scourge and usually just as deadly to the target. Even the impressive Terran Battlecruisers and Protoss Carriers cannot survive more than a handful of Scourge. Scourge may only attack aerial targets.

Scourge are such a simple genetic strain that two are hatched from each Larva egg. They are produced quickly, and since a Zerg Hatchery supports three Larva at a time, you may build as many as six Scourge in short order at a relatively low cost. Keep this in mind should enemy air power attack your base.

Do not waste your Scourge. If you fly them head-on against the enemy, he will likely kill many of the physically weak creatures before they reach their target. Be especially careful of ground forces in the area that can safely eliminate Scourge from below. Instead, use these fast-moving suicide bombers in support of your other forces. Send fleets of Mutalisks and

Guardians against the enemy and follow with Scourge and a Queen close behind. Try and keep your Scourge in small groups rather than one big cluster, so you can send a few at each target.

If your Mutalisks and Guardians come under fire from enemy air power, send in the Queen and use her Ensnare ability to slow the attackers. Then send in the Scourge. You probably won't need more than two against each flying target, though Terran Battlecruisers and Protoss Carriers can take much more of a beating. As a general rule, Scourge work great in combination with the Zerg Queen since her Ensnare ability not only makes it impossible for the enemy to flee from the Scourge, but decreases their rate of fire such that the Scourge are more likely to fly past their weapons.

In most cases, you needn't make Scourge until you know you need them since they build so quickly. Keep in mind that while individual pairs of them are inexpensive, huge fleets will really tax your resources. Since Scourge are expendable by design, make certain you are using them in support of your other air power and air defense units rather than deploying them on their own. Scourge are difficult to use properly, but under capable command, they are perhaps the deadliest force in the sky.

MUTALISK

STRENGTHS—FAST; INEXPENSIVE; CAN INJURE SEVERAL OPPONENTS WITH ONE ATTACK

WEAKNESSES—INEFFECTIVE IN SMALLER QUANTITIES

HIT POINTS/SIZE	120/SMALL
Time to Build	40
Cost (minerals/Vespene Gas/control)	100/100/2

Table continued on page 68

Table continued from page 67

Weapon/Strength	**Glave Wurm 9, then 4, then 1, +1 per upgrade**
Armor/Strength	**Flier Carapace 0, +1 per upgrade**
Special Options	**Guardian Aspect 50m 100g**

This amazing creature is somehow capable of space flight, to say nothing of its ability to fight on equal terms against highly advanced Terran and Protoss Starfighters. The Mutalisk is a small, fast beast that is relatively weak, but should you amass a sizeable flock of these leathery-winged attackers, you'll find an all-powerful force under your command.

Mutalisks attack by means of the symbiotic Glave Wurm, a tiny razor-edged creature that the Mutalisk may spit forth at will. The Glave Wurm strikes its target with respectable force, ricochets to the next closest target for half damage, then attacks a third target for fractional injury. The Glave Wurm is equally effective against flying and terrestrial opponents and even structures. Because its attack strikes several targets in turn, the Mutalisk is especially effective in dealing with great numbers of weaker enemies.

Mutalisks may readily crush Terran- or Protoss-equivalent air superiority fighters. Not only are they considerably less expensive to produce, but their small bodies makes them 50 percent more resistant to the damage Terran Wraith and Protoss Scout missiles normally inflict. In great numbers, Mutalisks need only fear area effect attacks like the Protoss High Templar Psionic Storm or an enemy Zerg Defiler's Plague.

Even as Defilers work well against Mutalisks, they are perfectly suited to be used in conjunction with one another. Send fleets of Mutalisks to clean up after a Defiler plagues a group of enemies. Plague rapidly depletes enemy hit points but is never fatal, yet the fractional damage inflicted by the Mutalisk Glave Wurm will be enough to finish off all the plagued opponents easily.

Once you upgrade to a Greater Spire, Mutalisks may willfully commit to a one-way transformation into Guardian aspect. A combination of

Mutalisks, long-range Guardian bombers, and a flock of Scourge to help defend the lot of them is utterly lethal to the enemy.

GUARDIAN

STRENGTHS—LONG RANGE; HIGH DAMAGE

WEAKNESSES—EXPENSIVE; SLOW; CANNOT ATTACK FLYING UNITS

HIT POINTS/SIZE	150/LARGE
Time to Build	40
Cost (minerals/Vespene Gas/control)	150/200/2
	(Mutalisk + Guardian Aspect)
Weapon/Strength	Acid Spore 20, +2 per upgrade
Armor/Strength	Flier Carapace 1, +1 per upgrade

A Guardian is formed after a Mutalisk undergoes the irreversible Guardian Aspect process, a considerably expensive and time-consuming affair and one that only becomes an option after you upgrade to a Greater Spire. The Guardian bears little ostensive resemblance to its smaller, winged Mutalisk progenitor. Indeed, this large, slow moving crab-like flier loses its ability to attack airborne targets altogether. This specialized creature instead gains a tremendously long-ranged bombardment attack that can tear through all known substances, organic or otherwise, with alarming efficiency.

Though its name might lead you to think otherwise, the Guardian is best suited toward offensive strikes. Assemble a fleet of half a dozen or more, and nothing on the ground will stand in your way. Unfortunately the Guardian's slow speed and its inability to defend itself against flying opponents demands that you keep a careful watch over the costly creature as it plies its deadly trade.

The Guardian's Acid Spore attack boasts greater reach than any anti-air defense structures including Terran Missile Turrets, Protoss Photon Cannons, and Zerg Spore Colonies. Even units with powerful anti-air attacks like Terran Goliaths and Protoss Dragoons cannot match the Guardian's reach, letting the Guardian mount a preemptive attack against such units and likely destroy them even before they maneuver into firing range. The Acid Spore attack is very powerful in itself and benefits greatly from air weapons upgrades from your Greater Spire.

Always use Guardians first and foremost to eliminate enemy defensive emplacements. That way, you can send in other air and ground units to help support them in the ensuing battle. Use the Guardians' unmatched range to attack from areas where the enemy cannot possibly counter. If the enemy places his structures along a coastline or against a plateau, attack from the sea or from higher ground where his land troops have no chance of getting close enough to fire.

Guardians are expensive, but certainly well worth the cost, as they have an uncanny penchant for tilting a stalemate in their master's favor by easily punching through enemy defenses. Take care always to support them with Mutalisks, Scourge, and Queens to make certain any enemy air power is vanquished before damaging your Guardian fleet. Though Guardians have more hit points than Mutalisks, their massive girth means that unlike their smaller counterparts, Guardians take full damage from explosive attacks such as Terran Wraith and Protoss Scout missiles.

ULTRALISK

STRENGTHS—HARDY; VERY POWERFUL

WEAKNESSES—SHORT RANGE; CANNOT ATTACK FLYING UNITS; CANNOT BURROW

HIT POINTS/SIZE	400/LARGE
Time to Build	60
Cost (minerals/Vespene Gas/control)	200/200/6
Weapon/Strength	Kaiser Blades 20, +3 per upgrade
Armor/Strength	Zerg Carapace 1, +1 per upgrade

The Ultralisk represents the ultimate mutation of the Zerg genetic strain and a testament to the species' single-minded, destructive tendency. As big as a house, twice as heavy, and armed with natural blades so sharp they can cut through steel like butter, Ultralisks are virtually unstoppable and frightfully strong. They have few weaknesses and can charge directly into battle with little fear of anything save a concentrated and relentless defense. Take heed to upgrade your ground weapons before deploying Ultralisks, as these boosts yield great additional destructive force to the Ultralisk attack.

To be sure, this incredible living weapon has its intrinsic flaws; its girth prevents it from moving quickly or from burrowing underground like most Zerg. Likewise, the Ultralisk must be adjacent to its target to tear into it with its Kaiser Blades, and in spite of its massive size, it cannot hit flying opponents. But most significant, perhaps, is its cost—the Ultralisk is the most expensive warrior in the Zerg collective.

Because of its limitations, the Ultralisk is most effective when working alongside its brethren Hydralisks, who can support it with their versatile, long-range Needle Spine attack. Swarms of Zerglings will also help draw enemy fire from the massive beast. Terran Firebats, Vultures, and Ghosts—all of whom are adept at crushing Zerglings—are virtually useless against Ultralisks, whose thick armor renders their antipersonnel attacks fractionally powerful. Ultralisks deployed in combination with Zerglings should be ordered to eliminate those types of enemy units first and foremost.

Ultralisks are especially dangerous in conjunction with the fiendish Zerg Defiler, who can produce a Dark Swarm over the mammoths that no aerial weapon can penetrate. Ultralisks play an imperative role at the

forefront of every large-scale Zerg offensive, but in spite of their power, they must be managed carefully.

INFESTED TERRAN

STRENGTHS—FRIGHTFULLY POWERFUL; CAN BURROW
WEAKNESSES—KILLED ON CONTACT; EASILY DESTROYED

HIT POINTS/SIZE	60/SMALL
Time to Build	40
Cost (minerals/Vespene Gas/control)	100/50/1
Weapon/Strength	Suicide 500 (splash)
Armor/Strength	Zerg Carapace 0, +1 per upgrade
Special Options	Burrow

Certainly the most terrifying example of what the Zerg Overmind can do is the Infested Terran. Stripped of any independent thought processes, the Infested Terran is wholly loyal to the Zerg and purely an instrument of evil. Its misshapen body is imbued with unknown volatile substances that ignite and explode on contact, killing its once-Terran host and everything around it all at once in an incredible blast that's one step less -powerful than a nuclear bomb.

Infested Terrans can only be produced from an Infested Command Center. Once a Terran Command Center is compromised to half or below its full strength, a Zerg Queen may fly in and infest it almost instantly. Thenceforth, the Command Center is lost to its Terran founders and becomes an instrument of the Swarm, capable of rapidly producing Infested Terrans to serve the will of the Overmind.

Infested Terrans move quickly, and like most other Zerg units, they regenerate hit points and can burrow underground. Burrowed Infested

Terrans may be used to mount devastating surprise attacks against enemy forces in transit, and a host of them can easily devastate any enemy structure in its path. Infested Terrans are easily killed, however, and if they are destroyed before reaching their target, the volatile substances escape the ravaged body and no explosion ensues. Likewise, beware of using them too near to your other forces, which may well perish in the ensuing blast.

Rumor has it that Terran commanders allied with Zerg Cerebrates will occasionally sacrifice a Command Center to their Zerg companions so they might collectively crush their foes with the aid of Infested Terrans. Should you ever find yourself allied between the two species, remember this as an option.

ZERG STRUCTURES

The fearsome-looking Zerg facilities are in fact semisentient organisms that live, breathe, and bleed just like anything else. Their tough, fleshy exteriors are incredibly durable and can withstand any form of attack for prolonged periods of time. Zerg structures feed on the nutrients contained in the Creep, the dense organic blanket spawned from Zerg Hatcheries. Thus all Zerg structures, aside from Hatcheries and Extractors, must be built on a layer of Creep.

Zerg structures are created through the metamorphosis of Zerg Drones, the same units the Zerg use to collect minerals and harvest Vespene Gas. Because a Drone is essentially lost when a new Zerg structure is founded, the Zerg commander must produce far more worker units than his Terran and Protoss rivals. That the sacrifice of a Drone is required for the production of any Zerg structure effectively increases each structure's cost by 50 minerals. However, since all Zerg units are generated from Larva, unlike the Terrans and Protoss, the Zerg needn't build multiple facilities dedicated to producing new units.

Much like all Zerg units, Zerg structures regenerate lost hit points at a slow yet steady rate. Though the Zerg cannot repair their injured facilities directly, given enough time, a Zerg structure even on the brink of death will recover to its full strength.

BASIC ZERG STRUCTURES

HATCHERY

HIT POINTS	1,250
Time to Build	100
Cost	300m, 0g
Requires	N/A
Special Options	Select Larva
Control provided: 1	
Evolve Burrow	100m, 100g, Time 80
Mutate to Lair	150m, 100g, Time 100
	Requires Evolution Chamber

The Zerg Hatchery is the focal point of every Zerg headquarters. Not only does this structure generate a blanket of Creep on top of which other Zerg facilities may be positioned, it is also the feeding ground for the docile Zerg Larva that metamorphose into every other Zerg strain. The paradox behind the Hatchery lies in the fact that, while a Hatchery is required to support Larva, and a Larva may in turn morph into a Drone, a Drone is required to build a Hatchery in the first place.

Do not dwell on the topic for too much time, for it is more worth your while to consider the Hatchery's other features. The Hatchery is where Drones deliver gathered minerals and Vespene Gas, so you must try to position your Hatcheries as near to resources as possible. A Hatchery supports up to three Larva at a time, so you can hatch three separate Zerg units simultaneously. Producing a second Hatchery within your headquarters is often a good idea, so that you can generate even more forces quickly.

For a small fee, you may evolve the Burrow ability from your Hatchery that lets most Zerg ground units dig underground. And after you produce an Evolution Chamber, you can mutate your Hatchery into a Lair, which in turn opens up more production options for your Drones. Since your Hatchery not only takes in resources but also generates all your units, it is imperative you keep it safe.

LAIR

HIT POINTS	1,800
Time to Build	100
Cost	150m, 100g (plus Hatchery)
Requires	Spawning Pool
Special Options	Control provided: 1
Evolve Burrow	100m100g Time 80
Mutate to Hive	200m, 150g, Time 120
	Requires Queen's Nest
Ventral Sacs	200m, 200g, Time 200
Antennae	150m, 150g, Time 133
Pneumatized Carapace	150m, 150g, Time 133

Once you've established a Spawning Pool, you can mutate your Hatchery into a Lair. This is a fairly time-consuming and costly endeavor, yet one

that is imperative to undertake as soon as the opportunity presents itself. The Lair is a tougher structure than the Hatchery from whence it came, and it contains the data necessary for your Drones to morph into the very important Queen's Nest and Spire structures. Further, the Lair makes available three different evolutionary enhancements for your Overlords. Pneumatized Carapace makes them faster, Antennae increase their field of vision, and Ventral Sacs let them function as transports. The former two upgrades turn Overlords into effective scouts.

After you add a Queen's Nest to your rapidly growing headquarters, you may elect to mutate your Lair one stage further into a Hive. The Hive is the ultimate stage in Zerg central intelligence. In the interim, while you need a Lair to produce advanced structures like the Queen's Nest, once those are set up, the corresponding Zerg breeds may be hatched from any Larva. Therefore, you require just one Lair, while expansion bases may operate soundly from Hatcheries. Like a Hatchery, a Lair supports a maximum of three Larva at once.

HIVE

HIT POINTS	2,500
Time to Build	120
Cost	200m, 150g (plus Lair)
Requires	Queen's Nest
Special Options	Control provided: 1
Evolve Burrow	100m, 100g, Time 80
Mutate to Hive	200m, 150g, Time 120
	Requires Queen's Nest
Ventral Sacs	200m, 200g, Time 200
Antennae	150m, 150g, Time 133
Pneumatized Carapace	150m, 150g, Time 133

Once you've constructed a Queen's Nest, you have the option to mutate your Lair into a Hive. The Hive is a remarkably tough structure that enables the construction of the top-level Zerg facilities and, through those, the most powerful Zerg breeds. The death-dealing Zerg Guardian bombers and Ultralisk heavy assault warriors become available only after you upgrade to a Hive, as does the fiendish and dangerous Defiler.

Further, a Hive is required before you can set up a Nydus Canal, which lets you transport ground forces between your bases almost instantaneously. The mutation from a Lair is costly, as are the construction options made available thereafter, so you must not feel obliged to commit to the transformation until you have a large surplus of resources. Your Drones may continue to bring harvested resources to your Hive-in-progress as it forms.

While you need a Hive to produce high-level structures like the Ultralisk Cavern, once those are set up, the corresponding Zerg breeds may be hatched from any Larva. Thus, you need only one Hive, while expansion bases may operate soundly from Hatcheries. A Hive still supports a maximum of three Larva at any one time.

EXTRACTOR

HIT POINTS	750
Time to Build	40
Cost	50m, 0g
Requires	N/A

This particularly frightful-looking structure must be built atop a Vespene Gas geyser. Unlike most Zerg structures, the Extractor needn't be placed upon a layer of Creep, as the Vespene Gas geyser itself provides the Extractor with the necessary nutrients to carry out its function. The Zerg demand Vespene Gas to produce all but the most rudimentary military forces and structures, and the Extractor is the means by which they can

gather the valuable element. Only a single Drone may gather Vespene Gas within an Extractor at any time, so only a handful of Drones ordered to mine from the Extractor will prove sufficient in generating a continuous stream of revenue.

Select the Extractor to see how much gas remains inside. Once the geyser is depleted, your Drones will return with only two units of gas at a time instead of eight. Prevent the curtailing of this precious resource by locating additional Vespene Gas geysers before your first is depleted.

While you need Vespene Gas to build the all-important Hydralisk Den, you mustn't rush to build an Extractor. See to defending your base with a good number of Zerglings before investing a Drone into the Extractor metamorphosis.

SPAWNING POOL

HIT POINTS	750
Time to Build	80
Cost	150m, 0g
Requires	Hatchery
Special Options	Metabolic Boost,
	100m, 100g, Time 100
	Adrenal Gland, 150m,
	150g Time 100, Requires Lair

This is an important structure, due partly to the fact that it lets you upgrade your Hatchery to a Layer, which in turn lets you build new structures and evolve new upgrades. The Spawning Pool is a stew of base genetic data required before producing the more advanced Zerg breeds. It contains the specific genetic information necessary to hatch Zerglings, the feral Zerg foot soldiers who must protect the Zerg base early on, as well as scout its immediate vicinity. In most every case, the Spawning Pool

must be the first structure to build at your fledgling Zerg headquarters, as it lets you build a Hydralisk Den next.

You can upgrade your Zerglings with enhanced ground speed through Metabolic Boost and enhanced attack speed through Adrenal Gland, both available at the Spawning Pool. With maximized claw upgrades and both Metabolic Boost and Adrenal Gland, the diminutive Zerglings become a force to be reckoned with when deployed in large groups.

HYDRALISK DEN

HIT POINTS	850
Time to Build	40
Cost	100m, 50g
Requires	Spawning Pool
Special Options	Muscular Augments
	100m, 100g, Time 100
	Grooved Spines, 150m,
	150g, Time 100

The ominous Hydralisk Den imbues Zerg Larva with the power to morph into Hydralisks, the snakelike assault troopers at the forefront of every major Zerg assault. Hydralisks are deadly in every situation, so the Zerg commander must strive to set up a Hydralisk Den as soon as possible, so he can begin hatching these mighty creatures. Because the Hydralisk Den requires Vespene Gas, and thus an Extractor and plenty of Drones with which to harvest from it, you must gather a considerable quantity of minerals to build this important structure. Resist the urge to rush straight for a Hydralisk Den and make sure to have plenty of Zerglings defending your base beforehand. Once the Den is built, you may use it to upgrade your Hydralisks' ground speed with Muscular Augments and increase their

attack range with Grooved Spines. Evolve the upgrades in that order as the resources become available.

EVOLUTION CHAMBER

HIT POINTS	750
Time to Build	40
Cost	75m, 0g
Requires	Hatchery
Special Options	Upgrade Melee Attack
Level 1	100m, 100g, Time 266
Level 2	150m, 150g, Time 298
	Requires Lair
Level 3	200m, 200g, Time 330
	Requires Hive
Upgrade Missile Attack	
Level 1	100m, 100g, Time 266
Level 2	150m, 150g, Time 298
	Requires Lair
Level 3	200m, 200g, Time 330,
	Requires Hive
Evolve Carapace	
Level 1	150m, 150g, Time 266
Level 2	225m, 225g, Time 298,
	Requires Lair
Level 3	300m, 300g, Time 330,
	Requires Hive

The Evolution Chamber is required before you can morph Creep Colonies into Spore Colony anti-air defenses. Otherwise, the Evolution Chamber is responsible for evolving upgrades for Zerg ground units. Zerglings and Ultralisks benefit greatly from melee attack upgrades, while Hydralisks become more potent with improved missile attack. All Zerg ground units become tougher from carapace upgrades, but make sure to evolve weapons upgrades first.

CREEP COLONY

HIT POINTS	400
Time to Build	20
Cost	75m 0g
Requires	Hatchery
Special Options	Mutate into Spore Colony
	Requires Evolution Chamber
	Mutate into Sunken Colony
	Requires Spawning Pool

Aside from a Hatchery and an Extractor, every Zerg structure—including the Creep Colony itself—must be built over the fleshy organic blanket called the Creep. Creep spreads outward from a Hatchery over a fairly wide radius, but only so far. To extend the borders of their domain, the Zerg must set up Creep Colonies on the outskirts of the Creep. Creep Colonies then proceed to extend the borders of the thick, purple stuff outward beyond the Hatchery's limited radius to an equivalent margin.

Creep Colonies are defenseless, but for a small price they may morph into either a Sunken Colony that attacks any nearby enemy units with a subterranean tentacle or a Spore Colony that assaults aerial assailants

with deadly spores. Because of their defensive potential, you may wish to build several Creep Colonies in close proximity if you seek to protect a key area.

SUNKEN COLONY

HIT POINTS	400
Time to Build	40
Cost	75m, 0g
Requires	Spawning Pool
Special Options	Subterranean Tentacle, 30 damage

After you build a Spawning Pool, you may upgrade a Creep Colony into a Sunken Colony, which roots itself deep within the Creep and assaults any incoming ground enemies with a barbed tentacle that lashes out and strikes fiercely from underground. The Subterranean Tentacle inflicts substantial damage with each strike, but its very slow rate of attack makes it an ineffective defense against large groups of enemy units who can easily swarm the Sunken Colony and destroy it in spite of its durability.

The Subterranean Tentacle has a considerably long range and attacks from just beyond the border of the Creep generated from the host Creep Colony. Nevertheless, certain units like Terran Siege Tanks in siege mode may strike the Sunken Colony from out of range. Likewise, the Sunken Colony is completely vulnerable to flying units, and unlike its Spore Colony cousin, it cannot detect cloaked enemies.

While it often proves helpful to set up a few Sunken Colonies to help defend your base if only to discourage an all-out assault, these expensive structures are entirely ineffective without support from Zerg units.

SPORE COLONY

HIT POINTS	400
Time to Build	40
Cost	50m 0g (plus Creep Colony)
Requires	Evolution Chamber
Special Options	Detector
	Seeker Spores, 15 damage

You can elect to morph a Creep Colony into a Spore Colony for a small price after you set up an Evolution Chamber. A Spore Colony fires acidic spores at a rapid rate against any enemy aerial units that venture into its substantial attack radius. Though Seeker Spores inflict little damage with each hit, the Colony attacks quickly enough so that any flying unit that hesitates under its continuous fire will be severely damaged or destroyed. And while the Spore Colony is less powerful than the Terran Missile Turret and Protoss Photon Cannon, it is a much hardier structure and can withstand twice as much damage.

Spore Colonies also contain sensors that reveal any cloaked enemy forces in their immediate vicinity, much like Zerg Overlords. They serve as a useful deterrent against enemy air power (especially cloaked Terran Wraiths), but work best in conjunction with plenty of Zerg Hydralisks, who provide potent support fire to help bring down any offending aircraft.

ADVANCED ZERG STRUCTURES

QUEEN'S NEST

HIT POINTS	850
Time to Build	60
Cost	150m, 100g
Requires	Lair
Special Options	Evolve Spawn Broodlings
	200m, 200g, Time 80
Evolve Ensnare	100m, 100g, Time 80
Evolve Gamete Meiosis	150m, 150g, Time 166

This almost artistically symmetrical dome-like structure provides Zerg Larva with the genetic information necessary to morph into the dreaded Queen. The Queen's Nest becomes available after your Hatchery is upgraded to a Lair, and in turn lets the Lair upgrade to a Hive, so you must construct it as soon as resources allow, whether you intend to deploy Queens or not.

Queens are fast, versatile flying units that use various parasitic organisms to benefit the Zerg by harming the enemy. You may evolve new abilities for your Queens at the Nest, including Spawn Broodlings, a fatal attack that imbibes most any ground units with a vicious pair of infant Zerg creatures; and Ensnare, which coats the target in a sticky film that slows it down. Evolving Gamete Meiosis increases your Queens' maximum energy capacity by 50 points, letting them employ their useful abilities more often.

SPIRE

HIT POINTS	600
Time to Build	120
Cost	200m, 150g
Requires	Lair
Special Options	Upgrade Flier Attack
Level 1	100m, 100g, Time 266
Level 2	200m, 200g, Time 298, Requires Hive
Level 3	250m, 250g, Time 330
Evolve Flier Carapace	
Level 1	150m, 150g, Time 266
Level 2	225m, 225g, Time 298, Requires Hive
Level 3	300m, 300g, Time 330
Mutate Greater Spire	100m, 150g, Requires Hive

Once your Hatchery is upgraded to a Lair, you may set up a Spire that lets your Larva morph into Mutalisks and Scourge suicide bombers, two key members of the Zerg airforce. The Spire is very slow to build, expensive, and vulnerable, yet the Zerg airforce is so powerful that the investment and risk tends to be worthwhile. After you upgrade your Lair to a Hatchery, you may in turn upgrade to a Greater Spire, which lets your Mutalisks morph into their Guardian aspect. The Spire can also be used to evolve attack and carapace upgrades for your flying units. Attack upgrades do not affect the naturally deadly Scourge, but greatly benefit your Mutalisks and Guardians (once they become available). You need a consistently fast flow of resources to build a Spire and hatch the costly flying units it makes available.

GREATER SPIRE

HIT POINTS	1,000
Time to Build	80
Cost	100m, 50g
Requires	Hive
Special Options	Upgrade Flier Attack
Level 1	100m, 100g, Time 266
Level 2	200m, 200g, Time 298, Requires Hive
Level 3	250m, 250g, Time 330
Evolve Flier Carapace	
Level 1	150m, 150g, Time 266
Level 2	225m, 225g, Time 298, Requires Hive
Level 3	300m, 300g, Time 330

You may upgrade your Spire to this much tougher structure for a substantial cost immediately after you upgrade your Lair to a Hive. The Greater Spire empowers your Mutalisks with the ability to transform into Guardians, a gradual, expensive, and irreversible process that turns the all-purpose Mutalisks into slow yet lethal long-range Guardian bombers. Guardians are perhaps the single most deadly unit available to the Zerg, and the Greater Spire is a sound investment for this reason. The Greater Spire may otherwise be used to upgrade flier attack power and armor.

DEFILER MOUND

HIT POINTS	850
Time to Build	60

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HIT POINTS	850
Cost	100m, 100g
Requires	Hive
Special Options	Evolve Plague, 200m, 200g, Time 80
Evolve Consume	100m, 00g, Time 80
Evolve Metasynaptic Node	150m, 150g, Time 166

This den of filth and disease makes a comfortable home for the malignant Zerg Defiler, the perfect support weapon for virtually any large-scale Zerg attack force. The Defiler Mound is inexpensive as are Defilers themselves, thus this structure is a worthy addition to your headquarters whether you intend to use Defilers extensively or not. You may quickly research two additional abilities for your insidious, new brood directly at the Mound.

Of utmost importance is Plague, which coats everything in a targeted area in a highly acidic substance that rapidly eats away at flesh and metal alike. Consume lets the Defiler gorge on any of your forces and break them down to their component nutrients, thus restoring 50 points of energy. Otherwise, evolving the Metasynaptic Node increases a Defiler's energy capacity by 50 points, letting it use its powers with greater frequency. Defilers are most effective against Terrans, but they are useful against any opponent when deployed carefully. It is worth the effort to build a Defiler Mound when the opportunity arises, as Defilers can be devastating.

ULTRALISK CAVERN

HIT POINTS	600
Time to Build	80
Cost	150m, 200g
Requires	Hive

The Ultralisk Cavern serves no other function than to enable the Ultralisk genetic strain, letting your Larva metamorph into the single most powerful ground attacker the Zerg have to offer. You may only produce an Ultralisk Cavern after your Hatchery has been upgraded to a Hive. Ultralisks are expensive but incredibly powerful ground units that, in great numbers, are vital toward a decisive victory during longer battles. The Ultralisk Cavern is more delicate than most Zerg structures. Defend it well.

NYDUS CANAL

HIT POINTS	250
Time to Build	40
Cost	150m, 0g
Requires	Hive
Special Options	Place Nydus Canal Exit

This rather inexpensive structure betrays all laws of physics, as it lets Zerg ground forces instantly translate across vast distances. Once you've mutated a Lair to a Hive, you may place a Nydus Canal anywhere on the Creep. The portal builds quickly, and once complete, you must set an exit point anywhere else on the Creep, ideally at a fledgling expansion base far across the map. Zerg ground units ordered into the Canal will immediately reappear at the other end. Link your bases with Nydus Canals so you can easily send reinforcements where they are needed.

It is possible to build a Nydus Canal exit on enemy Creep, since Creep is all the same. While your attempt will likely prove futile, the possibility exists that the exit will go undetected, and you can thence mount a devastating surprise attack.

Infested Command Center

HIT POINTS	1,500
Time to Build	N/A
Cost	N/A
Requires	Queen, Terran Command Center
Special Options	Train Infested Terran Marine, 100m, 50g
	Liftoff/Land

A Zerg Queen holds the power to infest a damaged Terran Command Center, thereby assimilating it into the Swarm. Once a Terran Command Center is reduced to 50 percent or below its maximum hit points, a Zerg Queen can fly in and infest it. Infestation occurs immediately; the Command Center is lost to its Terran creators, and an Infested Command Center joins the Swarm in full health. Much like the structure from which is originated, an Infested Command Center may lift off and slowly fly to the location of your choice. By its nature, the Infested Command Center needn't reside over Creep. It produces Infested Terrans, nightmarish revisions of human physiology who willingly give their lives to the Overmind even as they charge headlong toward a designated target and explode, causing monstrous damage to everything nearby.

If nothing else, the terrifying visage of an Infested Command Center is the perfect weapon in the psychological war against your enemy. Should you ever find yourself part of an alliance between Zerg and Terran forces, consider sacrificing a Command Center for the sake of adding Infested Terrans to your collective arsenal.

THREE CHAPTER

★★★

The Protoss Conclave Units and Structures

PROTOSS UNITS

The Protoss have mastered the art of war ages ago, after eons of infighting on their homeworld, Aiur. Unfortunately, this process has taken its toll on the population. While Protoss warriors are highly disciplined and utterly fearless, they tend to be fewer in number than their enemy. Nevertheless, their military zeal, immovable psychological resolve, and incredibly advanced technology add up to a race that will not take defeat in stride. The Protoss will fight to the end and are convinced that defeat is not an option.

Protoss military forces tend to be expensive but extremely powerful. Even their common footman, the Zealot, is more than a match for any ground unit the enemy may throw its way. The bold Protoss prefer to engage in direct combat, but are not above using deception to gather reconnaissance or otherwise to foil the enemy.

The invisible Observers are cunning scouts, while the remarkable Arbiter starships conceal Protoss forces from the enemy within a space time shroud. Erstwhile, the regal High Templars may create armies of illusory units to distract the foe, then rain destruction upon them with devastating Psionic Storms. Other Protoss units, including the Reaver, Archon, and Carrier, represent sheer destructive potential; they can crush any enemy opposition with incomparable efficiency.

While the Protoss are so far beyond both the Zerg and the Terrans from a technological standpoint, their arrogant nature and the high cost of upholding their war effort means the Protoss face a very real threat in the forthcoming conflict.

You will find the Protoss units and structures presented in a logical order, from the most basic to the most advanced.

PROBE

STRENGTHS—INEXPENSIVE; CAN WARP IN BUILDINGS

WEAKNESSES—EASILY KILLED; ARE VIRTUALLY DEFENSELESS

HIT/SHIELD POINTS/SIZE	20/20/SMALL
Time to Build	20
Cost (minerals/Vespene Gas/PSI)	50/0/1
Weapon/Strength	Particle Beam 5, +0 per upgrade
Armor/Strength	Protoss Armor 0, +1 per upgrade
	Plasma Shields 0, +1 per upgrade

Probes are highly efficient automated worker units that maintain the Protoss war economy and establish new Protoss bases. Rather than construct buildings themselves, Probes merely relay coordinates from the point where the building is to be placed to the Protoss homeworld of Aiur. A warp rift is generated, and soon thereafter, the building will materialize. Because Protoss Probes need not oversee the warping process, a single Probe may warp in an entire Protoss military installation single-handedly. There's a slight catch, though. Most Protoss buildings must be warped within the Psionic Field generated by a Pylon. And of course, the warping process isn't free—in fact, advanced Protoss structures are very expensive to produce.

Aside from warping in new structures, Probes are responsible for harvesting precious minerals and Vespene Gas to sustain the Protoss war effort. Try and allocate two Probes per mineral patch to maximize your earnings. If your Nexus is close to a Vespene Gas geyser, you likely won't need more than four Probes gathering gas since only one Probe may reside within an Assimilator at any one time.

Probes, like all Protoss units and structures, are equipped with shields that slowly recharge if they take damage. Probes very delicate, however. They are easily destroyed and practically defenseless, yet entirely integral to your survival. So make certain and keep them very well defended with Photon Cannons and more.

ZEALOT

STRENGTHS—INEXPENSIVE; HARDY; POWERFUL IN GROUPS

WEAKNESSES—SHORT RANGE; CANNOT ATTACK FLYING UNITS; SLOW TO PRODUCE

HIT/SHIELD POINTS/SIZE	80/80/SMALL
Time to Build	40
Cost (minerals/Vespene Gas/PSI)	100/0/2
Weapon/Strength	Psi Blades 16, +2 per upgrade
Armor/Strength	Protoss Armor 1, +1 per upgrade
	Plasma Shields 0, +1 per upgrade

Arrogant, fearless, loyal, vicious, and deadly—all these words describe the Protoss Zealots, the young psychic warriors who stand tall and proud as the Protoss first line of defense. Zealots can easily slay most any enemy in single battle with their wrist-mounted Psi Blades. Moving them adjacent to that enemy may prove a problem, however, for the Zealots cannot attack from long range. For this reason, they are defenseless against flying units and must be supported by Scouts or Dragoons to be most effective. The power of the Zealot is appropriately costly—each such warrior costs fully twice as much as the basic Terran or Zerg infantry and takes considerably longer to train. Producing several Zealots as quickly as possible must

therefore be a priority for any Protoss commander. Zealots remain useful all throughout a battle, even when more expensive forces become available and should compose the brunt of all your military efforts.

Zealots are susceptible to hit-and-run tactics because of their limited range and fairly slow speed. Tilt the odds in your favor by upgrading them with Leg Enhancements from the Citadel of Adun, which makes them frightfully fast moving. And make certain to constantly improve their weapons by upgrading correspondingly at the Forge, and only pursue armor and shield upgrades afterward.

Zealots are fairly large and cannot fit through small spaces as easily as Terran Marines or Zerg Zerglings, so make sure to leave them room to maneuver around and defend your base. Support them with Shield Batteries and the occasional Photon Cannon.

In spite of their power, Zealots are often used inefficiently. An inept Protoss commander's instinct tells him to order all Zealots in a large group to attack one target at a time. However, since Zealots must be adjacent to the enemy to strike, many will be trapped behind their brethren, unable to engage in combat. For this reason, the wise commander knows to issue Zealots a general attack command and let instinct and training take over from there. Accomplish this by selecting your Zealots, choosing the Attack command by pressing A, and left-clicking an area behind your targets. The Zealots will then rush forward and attack the closest available enemy, spreading themselves out as appropriate.

DRAGOON

STRENGTHS—VERSATILE; HARDY; EFFECTIVE AGAINST FLYING UNITS

WEAKNESSES—SLOW RATE OF FIRE; VULNERABLE TO SWARMING; INEFFECTIVE IN SMALLER QUANTITIES

HIT/SHIELD POINTS/SIZE	80/100/LARGE
Time to Build	50
Cost (minerals/Vespene Gas/PSI)	150/50/2
Weapon/Strength	Phase Disruptor 20, +2 per upgrade (explosive)
Armor/Strength	Protoss Armor 1, +1 per upgrade Plasma Shields 0, +1 per upgrade

Among the most revered members of the Protoss fighting force is the Dragoon, whose robotic arachnoid sarcophagus houses a vengeful Zealot restored to life through highly advanced Protoss cybernetics. These resurrected fighters are slower and bulkier than Zealots, but can fight from a distance by means of their Phase Disruptor cannons that are equally effective against ground and aerial forces. These Phase Disruptors are powerful but slow to fire. As such, Dragoons can be easily overwhelmed if the enemy outnumbers them. Thus, they are best used in conjunction with Zealots who can distract the enemy long enough for the Dragoons to finish them off.

Though Dragoons demand a significant quantity of Vespene Gas to build, they are relatively inexpensive on the whole. If you can quickly assume control of a large quantity of resources, producing vast numbers of Dragoons alone may be enough to win your battle. Their single major weakness—their slow rate of fire—is nullified when Dragoons are deployed in droves.

Protoss Dragoons provide invaluable base defense because of their ability to target both flying and ground units. They can support your immovable Photon Cannons and likewise provide defense where the enemy has managed to avoid your Cannons' wrath. Use the Dragoon's range and mobility to harass aggressive opponents and lure them into range of your Photon Cannons.

Make certain to increase Dragoon attack range by developing the Singularity Drive at the Cybernetics Core. Also keep in mind that the

upgrades at the Forge benefit your Dragoons just as much as your Zealots, and remember to prioritize weapons upgrades first. Quickly amassing an army of Zealots and Dragoons may well lead to a quick, decisive victory for the Protoss commander in control of these relentless fighters.

HIGH TEMPLAR

STRENGTHS—VERSATILE; DEADLY UNDER CAPABLE COMMAND

WEAKNESSES—EASILY KILLED; SLOW; EXPENSIVE

HIT/SHIELD POINTS/SIZE	40/40/SMALL
Time to Build	50
Cost (minerals/Vespene Gas/PSI)	50/150/2
Armor/Strength	Protoss Armor 1, +1 per upgrade
Plasma Shields	0, +1 per upgrade
Special Options	Archon Warp (select two High Templars)
	Psionic Storm, 75 energy
	Hallucination, 125 energy

These enigmatic Protoss aristocrats have set aside their Psi Blades to concentrate on honing their psychic fury. Though High Templars are slower, far more vulnerable, and much more expensive to train than their more bloodthirsty kinsmen, their power is not to be underestimated. The High Templars will not win your war single-handedly, but with their assistance, you can swiftly tilt the balance in your favor.

Psionic Storm

High Templars are defenseless until you can research their Psionic Storm ability, where they channel their vicious mental energies to create vast, palpable electric fields that inflict intense physical trauma on all living creatures in the area of effect. The Psionic Storm can kill large groups of weaker enemies in one casting (especially useful against swarms of Zerg Hydralisks and Mutalisks) and can severely injure larger opponents as well. This attack does not discriminate between flying or standing opponents and is especially effective against an enemy commander who likes to clutter his expensive aerial units together.

Psionic Storm has no effect on structures of any kind. This lends it a useful defensive edge; if your base is under attack, do not hesitate to cast Psionic Storm within your perimeter. Beware, though, as the spell cannot differentiate friend from foe and may even eliminate the High Templar himself if he approaches too close. Only one Psionic Storm may exist at any given point; using multiple High Templars to invoke the ability to one area is wasteful.

Hallucination

A High Templar's ability to confuse the enemy by means of the Hallucination spell is strategically crucial. When cast, Hallucination produces twin replicas of the target unit. Hallucinations will appear in blue to your forces, but to the enemy they are indistinguishable from your other troops. These replicas may move or attack exactly like the real thing, though their attacks inflict no damage. Further, Hallucinations sustain injury at twice the normal rate and do not enjoy their real counterpart's special abilities. For instance, a hallucinated High Templar cannot cast spells. Send Hallucinations into battle as a screen for enemy fire, using your real forces to slay the opposition while the confused ones frantically fire at the simulacra.

Hallucinations are also a very effective means of enticing powerful enemies like the Terran Science Vessel to waste their energy on the false targets. Also use expendable hallucinated aircraft to fly headlong into an enemy base to gather reconnaissance.

Archon Warp

The High Templar wields the power of Archon Warp, where he and another High Templar sacrifice themselves to produce the almighty Archon. Try sending pairs of Templars into combat, expending their psychic energy on Hallucination and Psionic Storm, then merging them into an Archon to support your other fighting forces.

In addition to Psionic Storm and Hallucination, you can also research the Khaydarin Amulet at the Templar Archives. This adds 50 energy to each High Templar's base of 200, letting him cast Hallucination twice without resting.

Archon

STRENGTHS—HARDY; POWERFUL; VERSATILE

WEAKNESSES—EXPENSIVE; SLOW; VERY VULNERABLE TO EMP SHOCKWAVE

HIT/SHIELD POINTS/SIZE	350/10/LARGE
Time to Build	20
Weapon/Strength	Psionic Shockwave 30, +3 per upgrade (splash)
Armor/Strength	Protoss Armor 0, +1 per upgrade Plasma Shields 0, +1 per upgrade

The epitome of Protoss fury and discipline is the Archon, a being composed almost entirely of pure energy. Archons are summoned through the sacrifice of two High Templars, who may merge with one another at will to produce a single being far more physically powerful, though it lacks the High Templars' psionic abilities. Archons flow into battle with violent resolve, crushing anything and everything that stands in their way with fast and terribly potent Psionic Shockwaves. Though range is limited, Psionic Shockwaves can strike flying and standing units alike and will even injure units adjacent to the target to a lesser extent. Psionic Shockwaves are the single most powerful anti-air weapon known.

A combination of incredible attack power and remarkable defensive strength makes the Archon the single most potent warrior in the universe. In great numbers, Archons are virtually unstoppable. But like any other military unit, they are best used in careful conjunction with other specialized forces. Because, for all their fearsome strength, Archons are far from invincible—and an enemy in superior numbers can fend them off. Further, since Archons accelerate slowly, fast opponents can run away from them with little problem.

Archons are best used in packs of three or more just behind your front lines. Send in your Zealots and Dragoons to draw enemy fire, then deploy Archons in their wake and quickly dispose of the enemy, as he concentrates on your more expendable forces. Also try sending Archons into battle leading pairs of High Templars. Those High Templars may be used either to divert enemy fire by casting Hallucinations or assisting in the attack with their Psionic Storms. Once their psionic energies are depleted, merge them into Archons to assist in combat more directly.

An Archon costs nothing in addition to the two High Templars required to produce it. Unfortunately, not only are two High Templars very expensive on their own, they are also rather slow to produce. And even after the High Templars have been trained, summoning the Archon demands still more time, at which point, the Archon is in a vulnerable cocoon state. Do not expect to achieve victory through Archons if you only have a single

Gateway producing your High Templars. To build a capable squad of Archons, you need at least a pair of Gateways simultaneously producing High Templars, lest your opponent outnumber you in short order. Four Gateways are preferable.

Archons, like all Protoss ground forces, benefit immensely from weapons upgrades researched at the Forge. Attempt to upgrade your weapons at least one level before deploying Archons and proceed as swiftly as you can to upgrade weapons to maximum potency.

It must be said that the irksome Terrans possess a weapon so devastating that it can all but eliminate several Archons at once. That weapon is the Science Vessel's EMP Shockwave, which instantly depletes Protoss shielding on all units within a sizeable radius. A pack of Archons caught in an EMP Shockwave are stripped of their 350 points of shielding, leaving them extremely vulnerable. It cannot be stressed enough just how dangerous the Terran Science Vessel is to your forces in general and to Archons in particular. But even the Science Vessel may be counteracted under capable command. If you suspect you'll confront Science Vessels in combat, create a scattered front line of Hallucinated Archons. The Science Vessels will waste their energy using EMP on the false units (thus dispelling them), at which point, you may proceed with your attack as planned. Yet the safest solution is not to use Archons against a cunning Terran foe in the first place.

REAVER

STRENGTHS—EXTREMELY POWERFUL; LONG RANGE; SPLASH DAMAGE

WEAKNESSES—VERY SLOW; EXPENSIVE; EASILY KILLED; VULNERABLE WITHOUT ESCORT

HIT/SHIELD POINTS/SIZE	40/100/LARGE
Time to Build	60
Cost (minerals/Vespene Gas/PSI)	200/100/4
Weapon/Strength	Scarabs 100, +25 with upgrade (splash)
Armor/Strength	Protoss Armor 0, +1 per upgrade
	Plasma Shields 0, +1 per upgrade
Special Options	Build Scarab 15m, 0g, Time 7

The Protoss Reaver is, quite simply, the single most dangerous ground unit in the Protoss arsenal. It may not look like much, but this slow-moving machine is remarkably potent.

Maintaining a Reaver's supply of Scarabs is a task not unlike babysitting a spoiled child (yet far more expensive). The nuisance of micromanagement is a price you will be prepared to pay, however, after witnessing the fury of the Reaver in combat. A Reaver may hold up to five Scarabs. You may double this capacity by means of an expensive upgrade at your Robotics Support Facility, but you are not advised to do so unless you have more resources than you know what to do with—which will not often be the case.

Reavers will auto-acquire enemy ground targets that approach within firing range, but will not pursue a target that attempts to flee. Reavers have a very slow rate of fire and can produce Scarabs as quickly as they can fire them off. Scarabs may be launched from extreme distances, easily extending beyond the range of virtually all other units and defensive structures. Only the Terran Arclite Siege Tank, in its immobile artillery mode, packs similar reach. Their long range makes Reavers ideal for swiftly eliminating enemy defensive emplacements.

Scarabs seek out their targets and will maneuver around obstacles to strike. Though a Reaver cannot attack flying enemies, its Scarabs will travel up or down ramps to strike targets on higher or lower ground. The Reaver's attack inflicts horrific damage to a wide radius and may kill

many smaller units in a single shot. You'll find the Scarab packs a more than sufficient punch for most any circumstances, but if you use Reavers extensively, you should invest in the Scarab damage upgrade from the Robotics Support Facility as soon as possible.

The most vital feature of the Scarab is its uncanny ability to discern friend from foe. Though a Scarab will devastate several enemies all at once, it leaves all friendly units in the area of effect unscathed. By all means, use Reavers in close conjunction with packs of Zealots (though remember to support them with anti-air defenses as well). The Zealots will occupy the enemy and soften him up, just as the Reaver fires a Scarab through their ranks to finish the enemy in one fell swoop.

Reavers work great in pairs (all the more so because two will fit in a Shuttle), but you must make certain to alternate their rate of fire. If both Reavers are ordered to attack simultaneously, you run the risk of their acquiring the same target and wasting precious ammunition. But if you compensate for their slow rate of fire by making one attack when the other is preparing its next shot, you should be able to fend aside enemy forces in droves.

SHUTTLE

STRENGTHS—INEXPENSIVE; FAST-MOVING WHEN UPGRADED

WEAKNESSES—DEFENSELESS; LOW CARRYING CAPACITY

HIT/SHIELD POINTS/SIZE	60/80/LARGE
Time to Build	50
Cost (minerals/Vespene Gas/PSI)	200/0/2
Armor/Strength	Protoss Armor 1, +1 per upgrade
	Plasma Shields 0, +1 per upgrade
Special Options	Load/Unload units

The Protoss Shuttle is an automated spacecraft designed to ferry troops from place to place. Fortunately, it is rather inexpensive to produce and is sufficiently well protected to be suitable for sending reinforcements into dangerous areas.

Unfortunately, it is slow and defenseless, and its cargo space is very limited. Its sluggishness may be resolved by researching the Gravitic Drive at your Robotics Support Facility. With this upgrade, the Shuttle becomes the single fastest transport involved in the conflict, easily outmaneuvering both the Terran Dropship and the Zerg Overlord and matching speeds with the dangerous Zerg Scourge. Nevertheless, even with upgraded velocity, Shuttles hardly stand a chance should they come under concentrated enemy fire. For this reason, you'd be wise to deploy them with Scout escort or make sure the coast is clear beforehand with an Observer.

A Shuttle has a capacity of eight slots for transporting ground units. Probes use one slot, Zealots use two, High Templars use two, Dragoons use four, Reavers use four, and Archons use four.

Shuttles are invaluable for transporting Probes to the far reaches of the battlefield to set up expansion bases. In most cases, they are also the only reasonable means of transporting the terribly sluggish Reavers into battle. Finally, keep in mind that units are unloaded from Shuttles one at a time, not all at once, before you fly them into the heart of your enemy's base and hope to deploy the strike force instantaneously.

OBSERVER

STRENGTHS—INVISIBLE; FLIES; DETECTS INVISIBLE ENEMIES

WEAKNESSES—DEFENSELESS; EASILY DESTROYED; COSTLY

HIT/SHIELD POINTS/SIZE	20/40/SMALL
Time to Build	40
Cost (minerals/Vespene Gas/PSI)	25/75/1
Armor/Strength	Protoss Plating 1, +1 per upgrade
	Plasma Shields 0, +1 per upgrade
Special Options	detector
	personal cloaking

You'd think the slow, defenseless Observer would be an easy kill. Luckily for the Protoss, it's equipped with a personal cloaking field that makes it completely invisible to all but the few select structures and units capable of detecting its presence. The tiny flying Observer, true to its name, is designed specifically with scouting purposes in mind—to observe its surroundings without being detected and relay reconnaissance data back to Protoss headquarters.

It is rather inexpensive to produce, and ideally, it will last through the extent of the battle. It is relatively slow moving and has a fairly restricted field of vision by default, though both its speed and its sight range may be upgraded at your Observatory. Each of these upgrades enhances Observer performance significantly and should be researched in turn (Sensor Array first and Gravitic Booster second) if you're fighting in expansive areas where Observer recon is imperative.

Know which units and which structures will detect your Observers. These include Zerg Overlords and Spore Colonies, Terran Science Vessels and Missile Turrets, and Protoss Observers and Photon Cannons. Without the Sensor Array upgrade, your Observer might very easily stumble into the detection field of one of these enemy units and find itself on the receiving end of your enemy's arsenal. If detected and attacked, chances are your Observer will be destroyed. Maneuver your unit carefully and leave it in a place where no enemy detectors are present. It is useful to place Observers at mineral patches, in front of any choke points leading

to your base, or anywhere within the enemy base itself so as to identify enemy forces on the move.

The Observer is most important for its ability to detect cloaked or hidden units, including Terran Wraiths, Ghosts, and Spider Mines; burrowed Zerg; and enemy Protoss Observers and Arbiters. Because the Observer cannot be seen itself, you can often throw the enemy into a state of panic when all of a sudden your forces attack those units he thought were invisible to your eyes. Send Observers with every major strike force if you anticipate cloaked opposition. Make certain to keep an Observer close to headquarters when fighting a cunning Terran opponent so as to flush out any incoming Ghosts and have another in the field to spot Spider Mines.

SCOUT

STRENGTHS—HARDY; FAST; POWERFUL AIR-TO-AIR ATTACK

WEAKNESSES—VERY EXPENSIVE; VULNERABLE TO AREA EFFECT SPELLS

HIT/SHIELD POINTS/SIZE	90/130/LARGE
Time to Build	80
Cost (minerals/Vespene Gas/PSI)	300/150/3
Weapon/Strength	Anti-matter Missiles 24, +2 per upgrade
	Dual Photon Blasters 8, +1 per upgrade
Armor/Strength	Protoss Armor 1, +1 per upgrade
	Plasma Shields 0, +1 per upgrade

If nothing else, the Scout demonstrates the Protoss culture's penchant for irony. This fast-moving spacecraft's name is sheer euphemism, for the Scout's offensive functions far outweigh its purposes as a mere reconnaissance gatherer. With its strong shields, armor plating, and full payload of devastating Anti-matter Missiles, the Scout is virtually unrivaled in the sky. And while it's best suited as an air superiority fighter, the Scout is no pushover against ground-based targets with its rapid firing Dual Photon Blasters.

The Scout is powerful to be sure, but also very costly and quite slow to produce. You'll need plenty of Scouts to wage a full-scale aerial war against the enemy's superior numbers, but you can't produce that quantity unless you have at least two Stargates producing Scouts continuously. And you'll need at least two Nexuses collecting resources to support a strong enough fleet. Early on, use the Scout as a reconnaissance craft. Locate mineral patches and Vespene Gas geysers and send reinforcements to set up expansion bases there, all the while using the Scout's swiftness to oversee the operation. Once you have half a dozen or more, you'll be in control of the skies.

Scout performance may be upgraded at the Protoss Fleet Beacon. Researching Gravitic Thrusters is of greatest importance, if only because the resulting speed enhancement lets Scouts match speeds with the deadly Zerg Scourge. Apial Sensors increase Scout sight range and make them very useful at the front lines of any assault and all the more effective at reconnaissance. Be certain to upgrade Scout weapons at the Cybernetics Core whenever you can.

Because they are hardy and effective against flying and ground forces alike, Scouts suit all kinds of military purposes and are a useful, if invaluable, addition to any attack force. Build as many as your resources allow. In great numbers, they can overwhelm any target, including scattered enemy antiaircraft defenses. Because of their fast velocity, Scouts can also effectively protect your base, since they can swiftly make their way to any point should you come under surprise attack. But Scouts

are perhaps best suited to certain more devious functions; send packs of them on hit-and-run missions to damage or destroy key enemy installations. Rather than stick around and fight, use your Scouts' speed to fly back to base and recharge their shields. Repeat as necessary.

Scouts are more powerful than Terran Wraiths or Zerg Mutalisks. However, the Wraiths' ability to cloak may prove something of a nuisance. For this reason, be sure to send a cloak-detecting Observer into battle, lest your Scouts come under fire with no hope of retaliating. Likewise, beware of pestering Mutalisks; their small, fleshy carapaces are highly resistant to Scout Anti-matter Missiles. The greatest threat to Scouts is the Zerg Queen's Ensare ability, followed up by swarms of Scourge who will quickly eliminate all your expensive fighters. Make certain to eliminate Zerg Queens with extreme prejudice whenever you see them.

Ultimately, the Scout is something of a paradox—its power is at once its greatest strength and its greatest shortcoming. If you reveal an intention to your enemy early on that you will deploy great fleets of Scouts against him, be certain he will prepare anti-aircraft defenses accordingly and bring your expensive fleet down. You may feel tempted to use Scouts alone, but understand that like all other military units, they are most effective alongside other military forces. They are far too expensive to be expendable, so make sure they return safely from every sortie and don't hesitate to pull them out of battle if they're in trouble.

CARRIER

STRENGTHS—HARDY; HIGHLY EFFECTIVE AGAINST LAND AND AIR UNITS

WEAKNESSES—VERY EXPENSIVE; RELIANT ON INTERCEPTORS; REQUIRE UPGRADES

HIT/SHIELD POINTS/SIZE	150/250/LARGE
Time to Build	140
Cost (minerals/Vespene Gas/PSI)	350/300/8
Weapon/Strength	Interceptors 5, +1 per upgrade
Armor/Strength	Protoss Plating 1, +1 per upgrade
	Plasma Shields 0, +1 per upgrade
Special Options	Build Interceptor 30m, 0g, Time 20

INTERCEPTOR

STRENGTHS—INEXPENSIVE; DEADLY IN LARGE SWARMS

WEAKNESSES—SELF-DESTRUCT WHEN HOST IS KILLED; SLOW TO PRODUCE

HIT/SHIELD POINTS/SIZE	30/20/SMALL
Time to Build	20
Cost (minerals/Vespene Gas/PSI)	30/0/0
Weapon/Strength	Pulse Cannon 5, +1 per upgrade
Armor/Strength	Protoss Armor 0, +1 per upgrade
	Plasma Shields 0, +1 per upgrade

The daunting Protoss Carrier is a small arsenal unto itself. This massive spacecraft is remarkably expensive and slow to produce, it is heavily reliant on upgrades, and it isn't effective unless deployed in groups of four or more. And yet if you can fulfill its steep prerequisites, you will find the Carrier to be the single most powerful weapon available. Though it possesses no offensive weapons of its own, it commandeers fleets of fast automated Interceptors whose Pulse Cannons can shred any target to ribbons in no time.

Before building your first Carrier, you must be able to set aside enough resources to research the Increased Carrier Capacity option from your Fleet Beacon. This doubles a Carrier's Interceptor capacity, effectively making it twice as powerful at a fraction of the cost since Interceptors are inexpensive. This upgrade is absolutely vital. You can research it simultaneously while building your Carrier, since the Carrier itself is produced very slowly. Once the Carrier has arrived, immediately queue up five Interceptors for construction. Interceptors build rather slowly, so check back on them after a few minutes to queue up the remaining three Interceptors for a total of eight. Eight Interceptors increases the Carrier's cost by 240 minerals, a very significant margin. Only once its full complement of Interceptors is built should you send your Carrier into battle.

Upgrade air weapons to maximum as soon as possible from your Cybernetics Core before attacking with Carriers. A quick glance at the arithmetic involved shows that weapons upgrades are remarkably beneficial to Carriers. Interceptor Pulse Cannons normally inflict five points of damage, but each upgrade boosts the damage by one point. And when you have several Carriers attacking with eight Interceptors at a time, and each Interceptor inflicts one to three bonus points of damage with each fast attack, those extra points add up very quickly.

Though Carriers are hardy, they are far from invincible. A concentrated enemy attack against a Carrier will inevitably lead to the Carrier's destruction, at which point its Interceptors will lose control and self-destruct momentarily. The best way to defend Carriers is to deploy them in great numbers, in which case their Interceptors can cut down any enemy targets before they can inflict significant damage against the host. And yet even in fleets, Carriers still have a mortal enemy—the Zerg Scourge. The tiny, fast-flying suicide bombers may pass through a swarm of Interceptors before the Interceptors can pick them off, and it only takes a few Scourge to eliminate at Carrier completely.

Unfortunately, there is no easy way for Protoss to counter the Scourge; Dragoons are ineffective against them as are Scouts, who themselves are

vulnerable to the Scourge. Further, the Protoss High Templar, whose Psionic Storms can normally crush great fleets of Scourge, run the risk of killing off many Interceptors with their area affect attack. Your best bet is to use the High Templar's power to create hallucinated Carriers that will distract the Scourge from your real forces.

Carriers pack lots of muscle and are perfect for attacking an enemy base head-on. They can quickly eliminate stationary anti-air defenses because those defenses will spread themselves thin trying to attack Interceptors while the Carriers themselves remain unscathed. Be certain to periodically check up on your Carriers to replace any Interceptors that are destroyed in combat. Carriers are also excellent for base defense and are well nigh unstoppable when stationed over Shield Batteries. If you're at no loss for wealth, building fleets of Carriers will be more than worth your while, especially if you can hide the lot of them under an Arbiter's cloaking field. Aside from Scourge, Carriers have nothing to fear.

ARBITER

STRENGTHS—PERMANENT CLOAKING ABILITY; VERSATILE; POWERFUL UNDER CAPABLE COMMAND

WEAKNESSES—TARGET OF OPPORTUNITY; EXPENSIVE TO PRODUCE; REQUIRES POWERFUL ESCORT

HIT/SHIELD POINTS/SIZE	150/200/LARGE
Time to Build	160
Cost (minerals/Vespene Gas/PSI)	25/500/4
Weapon/Strength	Phase Disruptor Cannon 10,
	+1 per upgrade (explosive)

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HIT/SHIELD POINTS/SIZE	150/200/LARGE
Armor/Strength	Protoss Plating 1, +1 per upgrade
	Plasma Shields 0, +1 per upgrade
Special Options	Stasis Field, 100 energy
Recall, 150 energy	

The elegant Arbiter is truly a remarkable craft. This hardy warship flexes light, and the gravity about it is not unlike how an archer draws a bow, creating a delicate concentrated field of stasis time that renders all other friendly Protoss units near to it invisible to the enemy. The cloaking field covers a wide radius and affects both flying and ground forces (but not structures), though due to the Arbiter's anchor-like role in space time, it can never be cloaked itself. While the Arbiter is equipped with a Phase Disruptor Cannon similar to that of a Protoss Dragoon, the weapon is purely symbolic. An Arbiter's primary defense is its ability to conceal any number of escort units that will protect it from the enemy. Nothing is quite as psychologically devastating as being on the receiving end of an onslaught you cannot even see.

Though Arbiters are ideal for concealing a Protoss attack force, they are also excellent to keep around your base to confound enemy scouts and attackers. Hide your Probes from prying eyes or conceal your defensive forces to trick the enemy into thinking your base is undefended—or just the opposite. A lone Arbiter stationed at a new expansion base may cause an enemy to hesitate before attacking if he suspects a huge garrison cloaked beneath it. Remember that cloak detecting units as well as the Terran Comsat Station Scanner Sweep will reveal any hidden units to your foe.

Stasis Field

Two secondary Arbiter abilities may be researched at the Arbiter Tribunal. Both are incredibly powerful and widely useful. Stasis Field costs 100 energy points per use and freezes units within a sizable radius about the targeted point. Frozen units appear as if encased in ice and remain in stasis for a long while, completely unable to do anything whatsoever. Units in stasis cannot function in any way and cannot be injured under any circumstances—they are invincible until the effects of the spell wear off. Because of its effects, Stasis Field may be used both offensively and defensively. Cast it on a group of enemy units to split the enemy attack force. The Arbiter may even cast the spell on itself if it is in danger so as to protect it until reinforcements arrive. However, the Arbiter's cloaking field ceases to function when the craft is in stasis.

Recall

The Arbiter's Recall ability may yield incredible results when used by a shrewd commander. It costs 150 energy points per use and teleports a closely knit group of friendly units from anywhere on the battlefield to the Arbiter's position, safely within its cloaking field. Use Recall to instantly bring reinforcements into battle. Powerful, slow-moving units like Archons and Reavers may be cast into the heart of an enemy base instantaneously. Protoss Probes may be teleported to new resource patches to establish expansion bases. An Arbiter stationed safely at your home base may Recall another endangered Arbiter from combat.

The possibilities are practically limitless. Many units may be Recalled at once so long as you take care to cluster them very closely together. You can Recall both flying and ground units or both at once. Recall is best used by assigning the Arbiter to the numeral of choice with Ctrl-#, then assigning a strategic map position with Shift-F2.

With your forces just the touch of a button away, you may quickly Recall them to or from battle.

An Arbiter may also be upgraded with a Khaydarin Core that increases its energy reserves by 50 points. This way, a fully upgraded Arbiter may use both Recall and Stasis Field before it must recharge. The Arbiter is a costly and time-consuming vessel to produce, and it demands close management and great care, but under effective command, it will certainly tilt the odds in your favor. That you must defend this vessel with whatever means you have available goes without saying.

PROTOSS STRUCTURES

The sleek golden Protoss architecture conceals technology of incredible power. Protoss buildings are assembled at their homeworld Aiur and may be warped onto the battlefield by means of worker Probes. Most Protoss structures must be warped in within the Psionic field generated by the crystalline Pylons, and if the host Pylon is destroyed, the structures are rendered useless until the Pylon is restored.

All Protoss buildings and units are equipped with shields that slowly recharge to capacity if they take damage. However, once their shields are depleted and hit points are affected, Protoss structures cannot be repaired (though the shields will still recharge). All Protoss structures are vulnerable to the Terran Science Vessel's EMP Shockwave ability that can deplete their shields instantaneously.

BASIC PROTOSS STRUCTURES

NEXUS

HIT/SHIELD POINTS	750/750
Time to Build	120
Cost	400m, 0g
Requires	N/A
Special Options	Build Probe, 50m, 0g
	Psi provided: 9

The shimmering Protoss Nexus is the headquarters of any Protoss military force. It produces worker Probes who in turn gather resources and return them to the Nexus for processing. It is a heavily armored structure, but far from invincible. Warping in additional Nexuses is a costly endeavor and takes a considerable length of time, but you must strive to expand to several patches of resources if you are to succeed. Try to position your Nexus as close to a resource patch as you can.

PYLON

HIT/SHIELD POINTS	300/300
Time to Build	30
Cost	100m, 0g
Requires	N/A
Special Options	Psi provided: 8

The Pylon is inexpensive, reasonably sturdy, and entirely crucial. It serves two purposes. First, it yields additional Psi energy for the Protoss, allowing a greater unit capacity on the battlefield. Always make certain to keep one step ahead of your unit production by maintaining a healthy supply of Pylons at your base.

Second, it channels the Protoss psychic link such that you may only warp in new structures within the influence of a Pylon. Select a Pylon to reveal its sphere of influence, then place new structures around it accordingly.

The Pylon is the Protoss Achilles' Heel—if it is destroyed, all those structures under its influence lose power and become useless until the Pylon is replaced. This can be especially devastating if you position many Photon Cannons under the influence of a single Pylon; the wise opponent will destroy the Pylon first, rendering all your Cannons inoperative. Counteract this shortcoming by overlapping Pylon spheres of influence and placing your most important structures within the reinforced fields.

ASSIMILATOR

HIT/SHIELD POINTS	450/450
Time to Build	40
Cost	100m, 0g
Requires	N/A

Aside from the Nexus, the Assimilator is the only Protoss structure that may be constructed outside the influence of a Pylon's psychic link. This inexpensive building is placed over a Vespene Gas geyser and processes the valuable substance for use at the Protoss headquarters. Vespene Gas is required for the production of all high-level Protoss structures and units, so a steady supply of the stuff is vital. Just one Probe may reside within an Assimilator at a time, so in most cases, you won't need a caravan of more than four Probes moving back and forth between an Assimilator and your Nexus.

Select an Assimilator to see how much gas remains to be harvested. Once the geyser is depleted, your Probes will still bring back two units of gas rather than eight—hardly enough to meet your supply needs. You must quickly find additional Vespene Gas geysers lest you be cut off from a crucial resource.

Low-level Protoss units and structures do not require Vespene Gas. Consider holding off on constructing an Assimilator until you already have plenty of Probes mining minerals and two Gateways producing Zealots. The Assimilator amounts to one fewer Zealot, and you'll need all the power you can muster early on.

GATEWAY

HIT/SHIELD POINTS	500/500
Time to Build	60
Cost	150m, 0g
Requires	Nexus
Special Options	Build Zealot
	Build Dragoon, Requires Cybernetics Core
	Build High Templar, Requires
	Templar Archives

The Gateway warps in fearless Protoss warriors to support the Protoss military campaign. This must be one of the first structures you place in establishing your position, at which point you should immediately begin warping in Zealots and Dragoons to defend your base.

One Gateway is never enough. The three types of units generated at the Gateway are powerful and vital to the success of the Protoss, but each is produced very slowly. Because the Gateway is inexpensive, it is in your best interest to construct two early on, then more as necessary later in

the battle. That way, you can generate your core military force at a much quicker rate. It often proves convenient to establish multiple Gateways side by side so you can easily keep track of their production queues.

FORGE

HIT/SHIELD POINTS	550/550
Time to Build	40
Cost	200m, 0g
Requires	Gateway
Special Options	Upgrade Ground Weapons
Level 1	100m, 100g, Time 266
Level 2	150m, 150g, Time 298
	Requires Templar Archives
Level 3	200m, 200g, Time 330
Upgrade Ground Armor	
Level 1	100m, 100g, Time 266
Level 2	175m, 175g, Time 298
	Requires Templar Archives
Level 3	250m, 250g, Time 330
Upgrade Plasma Shields	
Level 1	200m, 200g, Time 266
Level 2	300m, 300g, Time 298
Level 3	400m, 400g, Time 330

The Forge is where the Protoss enhance their ground weapons, ground armor, and all plasma shields. These upgrades are all very time-consuming and rather expensive and increase performance only marginally in most circumstances. For these reasons, you should delay constructing a Forge

until your defenses have already been established. Know that a Forge is required before you can build Photon Cannons, though early on, Photon Cannons are primarily useful for cloak-detecting purposes rather than base defense.

Prioritize Ground Weapons upgrades above all else. Your Zealots, Dragoons, and Archons all greatly benefit from upgraded weapons. Armor upgrades are of far lesser import, and expensive Plasma Shield upgrades less important still. If resources permit, though, you will want to upgrade to maximum in every category, and to this extent, you may construct multiple Forges, each of which may work toward one of three upgrades simultaneously. You'll need a Templar Archive before you can research second- and third-level weapons and armor.

CYBERNETICS CORE

HIT/SHIELD POINTS	500/500
Time to Build	60
Cost	200m, 0g
Requires	Gateway
Special Options	Upgrade Air Weapons
Level 1	100m, 100g, Time 266
Level 2	175m, 175g, Time 298
Level 3	250m, 250g, Time 330
Upgrade Air Armor	
Level 1	150m, 150g, Time 266
Level 2	225m, 225g, Time 298
Level 3	300m, 300g, Time 330
Develop Singularity Charge	150m, 150g, Time 166

The Cybernetics Core is an important structure for several reasons and must be established fairly early in your campaign. It contains the data for your Gateways to produce Dragoons, which you will require in good supply to support your Zealots and fend off flying assailants. Once resources allow, you may wish to develop the Singularity Charge attack that increases Dragoon attack range significantly.

The Cybernetics Core is also used for air weapons and air armor upgrades. Prioritize air weapons upgrades first; Scouts and Carriers benefit enormously from these enhancements. If you plan properly, you may have your first upgrade well underway by the time you create your first flying units, since the Cybernetics Core is available before those structures required to build your airforce. In fact, the Cybernetics Core is the key to making advanced construction options available to your army.

SHIELD BATTERY

HIT/SHIELD POINTS	200/200
Time to Build	30
Cost	100m0g
Requires	Gateway
Special Options	Recharge Shields

This inexpensive structure builds quickly and is infinitely useful. Namely, it recharges your fighting forces' shields almost instantaneously.

The Shield Battery is your single most important defensive structure. A pack of units, from Zealots to Reavers to Carriers, surrounding a strategically placed Shield Battery will be made virtually unstoppable and can hold off enemy assaults many times their number.

Construct Shield Batteries well in advance. They begin with a very limited reserve of energy, but begin charging up to a maximum of 200

points immediately. One point of energy converts to two points of shielding on any given unit, so a fully charged Shield Battery might easily maintain a swarm of Zealots or Dragoons. Still, since Shield Batteries are cheap, you are advised to build several in relatively close proximity so that should one be depleted, your forces may seek out the other.

The power of Shield Battery may be extracted in one of two ways. The more convenient method is to select a pack of units and right-click on the Battery. Each unit will be promptly recharged. The other method is to select the Battery, choose the Recharge option, and select the unit that requires attention. In this way, your troops near the Battery may continue fighting while their shields are restored.

Shield Batteries are also useful in conjunction with speed-upgraded Scouts, who can fly quick sorties into enemy territory and then return to recharge before they sustain any serious damage.

PHOTON CANNON

HIT/SHIELD POINTS	100/100
Time to Build	60
Cost	150m, 0g
Requires	Forge
Special Options	STA Photon Cannon, 20 damage
	STS Photon Cannon, 20 damage
	Detector

The Protoss Photon Cannon is a finely sculpted all-purpose defensive emplacement designed to open fire on any enemy presence that ventures within its sizeable radius of effect. It attacks with powerful bolts of energy and, unlike Terran or Zerg defenses, it can target flying and ground opponents alike. The highly advanced Photon Cannon is perforce more

expensive than the Terran or Zerg equivalent, though no more difficult to eliminate should it fall under concentrated assault.

Photon Cannons have a relatively slow rate of fire and are thus very susceptible to swarming attacks. Large groups of small, expendable units like Zerg Zerglings or Terran Marines can easily overwhelm Photon Cannons with minimal casualties on their part. Further, certain types of units including Zerg Guardians, Terran Arclite Siege Tanks in siege mode, and Protoss Reavers attack with superior range to the Photon Cannon and may eliminate them safely.

Terran Battlecruisers can crush Photon Cannons with a single blast from their fearsome Yamato Guns. You must understand, therefore, that Photon Cannons alone are not sufficient to defend your base. You must support them with mobile ground forces backed by Shield Batteries, in which case Photon Cannons will provide useful cover fire. But on their own, your Cannons will not last long.

Photon Cannons are at the mercy of the Pylons that provide them with power. Don't cluster several Photon Cannons about a single Pylon; the opponent will simply eliminate the Pylon, rendering all your Cannons inoperative. Use close pairs of Pylons to provide reinforced power to your Photon Cannons.

Photon Cannons are useful for their cloak detecting ability. Units like Terran Wraiths and Ghosts cannot sneak past these defenses, so place Cannons in areas where you anticipate these kinds of attackers. Ultimately, Photon Cannons are a useful deterrent and are especially effective on raised plateaus inaccessible to ground forces. Place them throughout your base when resources allow, but know that you must be ready to back them up should an opponent storm in with a sizeable force.

ADVANCED PROTOSS STRUCTURES

ROBOTICS FACILITY

HIT/SHIELD POINTS	500/500
Time to Build	60
Cost	200m, 200g
Requires	Cybernetics Core
Special Options	Build Shuttle
	Build Reaver, Requires Robotics Support Bay
	Build Observer, Requires Observatory

The Robotics Facility is an expensive structure that manufactures various Protoss automatons who will aid you in various ways over the course of your fight. The Facility's purpose is initially very restricted—at first it may only be used to construct Protoss Shuttles used to transport your forces about the battlefield. If you seek to expand your territory quickly, you may wish to hurry to construct a Robotics Facility and then a Shuttle, so you can send Probes to new resource patches. But in most cases, the Robotics Facility is a structure you should build only after your position is firmly established.

After you possess a Robotics Facility, you may then in turn build a Robotics Support Bay and an Observatory, which let you produce the mighty Reavers and crafty Observers from your Facility.

OBSERVATORY

HIT/SHIELD POINTS	250/250
Time to Build	60
Cost	150m, 100g
Requires	Robotics Facility
Special Options	Develop Gravitic Booster,
	150m, 150g, Time 133
	Develop Sensor Array,
	150m, 150g, Time 133

An Observatory is required before you can construct Protoss Observers, used to survey the battlefield and provide crucial reconnaissance. You may also use this structure to enhance your Observers with faster movement and superior field of vision. Constructing an Observatory is always a good idea, but make certain you have plenty of resources reserved for your military forces when you do.

ROBOTICS SUPPORT BAY

HIT/SHIELD POINTS	450/450
Time to Build	30
Cost	50m, 100g
Requires	Robotics Facility
Special Options	Upgrade Scarab Damage,
	200m, 200g, Time 166
	Increased Reaver Capacity,
	200m, 200g, Time 166
Develop Gravitic Drive	200m, 200g, Time 166

This inexpensive structure contains the plans for constructing Protoss Reavers at your Robotics Facility. Reavers make for extremely powerful base defense, so it may be in your best interest to build a Robotics Support Bay relatively early. Always make certain you have enough resources for plenty of Zealots and Dragoons before investing in a Robotics Support Bay, though, because Reavers are costly and ineffective without smaller, faster units to back them up.

You may research several expensive but only marginally useful upgrades from the Robotics Support Bay. These include upgraded damage for your Reavers, questionably valuable in that Reavers are tremendously powerful by default; increased Reaver capacity, hardly a necessity since Reavers produce ammunition faster than they fire it; and Gravitic Drive, which bestows a healthy burst of speed to your Shuttles. The latter is perhaps most important, as speed-upgraded Shuttles ferrying Reavers into battle make for a mighty combination indeed.

CITADEL OF ADUN

HIT/SHIELD POINTS	450/450
Time to Build	60
Cost	200m, 100g
Requires	Cybernetics Core
Special Options	Develop Leg Enhancements
	150m, 150g, Time 133

This symbolic structure is a tribute to the greatest hero in Protoss history. It is often wise to construct the Citadel immediately after your Cybernetics Core is established so you can immediately begin developing Leg Enhancements for your Zealots. The subsequent burst of speed makes your Zealots much more maneuverable and thus far more deadly. If your

military is largely composed of Zealots, and it should be in most circumstances, this upgrade is a must.

A Citadel of Adun is required before you can construct the Templar Archives, what's most certainly an indispensable Protoss facility.

TEMPLAR ARCHIVES

HIT/SHIELD POINTS	500/500
Time to Build	60
Cost	100m, 200g
Requires	Citadel of Adun
Special Options	Develop Psionic Storm,
	200m, 200g, Time 120
	Develop Hallucination,
	150m, 150g, Time 80
	Develop Khaydarin Amulet,
	150m, 150g Time 166

The Templar Archives contain the secrets of the Protoss warrior culture deep within their hallowed confines. The primary function of this structure is to accommodate the training of High Templars at your Gateways. Under capable command, these powerful sorcerers will prove instrumental in the ignoble defeat of all that oppose the Protoss manifest destiny. And if you wish to use them in battle more directly, High Templars may be merged to form the all-powerful Protoss Archon.

Make certain you have plenty of Vespene Gas in reserve and more rolling in constantly from two or more Assimilators before proceeding to construct the Templar Archives. The building is rather expensive in itself, and the vital technologies housed within as well as the High Templars themselves all require a great deal of Vespene Gas. Once resources allow,

though, warp in the Archives and immediately begin researching Psionic Storm and training two or more High Templars at your Gateways. You'll attain Psionic Storm just after your High Templars are ready. If you employ High Templars frequently, you'd do well to research the Khaydarin Amulet to increase their energy capacity and the incredible Hallucination ability for its myriad functions.

The Templar Archives are also important in that they let you research second- and third-level weapons and armor upgrades at the Forge. In particular, the weapons upgrades will prove invaluable for your Archons.

STARGATE

HIT/SHIELD POINTS	600/600
Time to Build	80
Cost	200m, 200g
Requires	Cybernetics Core
Special Options	Build Scout
	Build Carrier, Requires Fleet Beacon
	Build Arbiter, Requires Arbiter Tribunal

The massive structure is used to warp in powerful Protoss aircraft. Do not waste your time even thinking about constructing the Stargate until you've established a good flow of resources from at least two bases. At first, it may only be used to warp in Scouts that build slowly, are terribly expensive, and not terribly useful without upgrades from the Cybernetics Core and Fleet Beacon. Once you establish a Fleet Beacon and an Arbiter Tribunal, you may warp in Carriers and Arbiters through your Stargate respectively.

Like the Protoss Gateway, one Stargate is never sufficient in the end; you need at least two—preferably more—producing aircraft to establish a viable flying force. If you're fighting under the pressure of a small

battlefield, you would do well to skip over the Stargate altogether and concentrate on your ground forces instead, since an adequately powerful Protoss airforce demands huge sums of minerals and Vespene Gas.

FLEET BEACON

HIT/SHIELD POINTS	500/500
Time to Build	60
Cost	300m, 200g
Requires	Stargate
Special Options	Develop Apial Sensors,
	100m, 100g, Time 166
	Develop Gravitic Thrusters
	200m, 200g, Time 166
	Increased Carrier Capacity
	200m, 200g, Time 166

The striking Fleet Beacon is used to relay coordinates from Protoss Carriers in orbit of their homeworld Aiur through to remote Protoss Stargates. You must have vast reserves of resources and a steady flow incoming to benefit from this structure.

Its primary function is to let you warp in the mighty Protoss Carriers through your Stargates. However, the research options available through the Fleet Beacon are imperative. Your first course of action must be to develop Gravitic Thrusters for your Scouts, which give your fighter craft an invaluable speed enhancement. Of lesser importance are Apial Sensors, useful if you deploy Scouts as reconnaissance craft.

If you intend to construct Carriers, you would first be wise to have already established a sizeable fleet of Scouts to fly escort and defend your airspace in the interim. At that point, you absolutely must research the

Increased Carrier Capacity option, without which Carriers are veritable flying trash heaps. You are advised to begin constructing Carriers as you research Increased Carrier Capacity because Carriers are very slow to build.

It simply cannot be stressed enough just how important it is to have firmly established a huge flow of revenue before purchasing a Fleet Beacon.

ARBITER TRIBUNAL

HIT/SHIELD POINTS	500/500
Time to Build	60
Cost	200m, 150g
Requires	Templar Archives, Stargate
Special Options	Develop Recall, 150m, 150g, Time 120
	Develop Stasis Field, 150m, 150g, Time 100
	Develop Khaydarin Core, 150m,
	150g, Time 166

The ominous Arbiter Tribunal is designed by the exalted Protoss Judicator caste to provide a space-time anchor so that Arbiter-class spacecraft orbiting their homeworld Aiur may warp through remote Stargates to assist their brethren in combat. The Arbiter Tribunal is fairly expensive building designed to facilitate the use of a very expensive spacecraft, so you must have a great deal of available and incoming resources before establishing this structure.

Though the primary function of the Arbiter is to provide a localized cloaking field for all friendly forces within its sphere of influence, you may research two important secondary abilities at your Tribunal. Both the Recall and Stasis Field abilities are remarkably effective, and researching the Khaydarin Core will provide for your Arbiters an additional 50 points of energy with which to use them. Since Arbiters take a long while to

warp in, cost a small fortune, and demand a huge complement of defenders under their cloaking field, don't even consider building the Arbiter Tribunal until near to the conclusion of a particular battle after you've expanded your base as far as possible.

Strategize or Die...

CHAPTER FOUR

★★★

General Strategies And Tactics

The following are a set of guidelines that will provide you with the knowledge, understanding, and discipline necessary to defeat even the most dangerous opponent. These 20 lessons are subdivided into two topics: Theory and Execution.

Theory refers to how you should approach a battle, the various situations you must anticipate over the course of a battle; and how best to exploit those situations in your favor.

Execution presents specific information on how and when the various units in your arsenal are most important, how to properly command your forces, and the advantages of placement and reconnaissance. Understanding the value of all these lessons is the first step. But know that applying the following information in combat is a matter demanding considerable precision and practice.

THEORY

THE MULTIPLAYER VS. SINGLE-PLAYER DISJUNCTION

The essential difference between fighting a computer opponent and a human opponent is precisely that, in most cases, the human opponent will be more intelligent and more resourceful. The computer, on the other hand, will be more efficient in executing its rudimentary strategies.

You must work as quickly as possible when fighting a human rival. You must use everything in your power to outsmart him.

Be prepared to attack a human opponent early on, or prepare to counter a rush should he take the initiative.

You must work faster than he does, gather more reconnaissance data, set up expansion bases sooner, attack early and often, and keep the pressure on him at all times.

If there are times when you remain idle during the fight, you are doing something wrong. You can be actively involved in producing, scouting, planning, building, or researching at any given moment. If you are waiting for resources to add up, you're saving for the wrong purchase. If you're waiting for enough units to produce, you do not have sufficient structures set up with which to produce them.

It cannot be stressed enough just how important it is for you to work with haste and precision to quickly set up your base, scout the area, set up another base, mount a preemptive strike, climb the technology tree, build an arsenal, attack, and win.

Dealing with the computer, on the other hand, is a matter that may be approached much more deliberately, at least with respect to the campaign missions. While you will almost always be under pressure to set up your defense as quickly as possible, once you manage to produce enough units to hold your ground, you will likely have plenty of time to consider your next move. The general rule is, matches vs. human opponents stress offense, while matches vs. computer opponents stress defense. Keep this in mind.

KNOWING THE BATTLEFIELD

Intimate knowledge of map geography may preclude devastating and devious attacks. Here, for example, Photon Cannons are set up out of sight behind the enemy supply line.

Always assume your opponent knows the particular battlefield perfectly. You, in turn, must strive to do so yourself. In the case of the computer, not only does it know the terrain from the beginning, it also knows what you are building at all times.

For example, it will not invest in anti-air defense unless you begin constructing flying units.

You cannot be omniscient like the computer, but you can enter a battle with considerable knowledge of the terrain, thus lending you a very real advantage. Knowing the potential starting positions of all involved combatants, key geographical features of the map, ideal ambush points, potential sites for expansion bases, and other such information is all very important. Is the map expansive and flat, thus facilitating sneak attacks against the enemy position? Is the map naturally protected, with just a scarce few means of reaching your enemy? Is the map a series of islands, accessible only to flying forces? Consider and strive to answer each question before the fight even begins.

Take the opportunity to examine the various maps within the Campaign Editor where you can take all the time you need to assess their various features. Once you know your maps, scouting and base expansion will be much more precise and efficient.

KNOWING THE ENEMY

Gathering reconnaissance early and often is imperative, particularly against a human opponent. Once your economy is underway, send a quick and inexpensive gatherer unit to observe the details of the map. Locate the enemy and figure out what he is doing. If he is producing weak units in great quantities, quickly bolster your defenses in preparation for an early attack against your position. If he is producing advanced structures before you are, chances are, he is rushing up the technology tree in an effort to produce powerful units early in the battle. Quickly order your forces to attack him, thereby punishing his unscrupulous spending habits.

Likewise try and locate vulnerable enemy expansion bases and destroy them before the opponent can properly fortify them. Station gatherer units at the enemy's potential expansion sites so you know when he intends to set up new bases. Try and scout the enemy base later in the match and have a look at the type of units he is producing; then modify your own production queues to best counteract his own.

You may also use your gatherer unit early on to distract the enemy within his own base. Assign sporadic waypoints to your gatherer and see if you can force the opponent into wasting his valuable time trying to catch it.

A Zerg Drone succeeds, albeit fatally, in discovering that the Terran enemy is well underway training Marines.

If your opponent is not prone to scouting like you are, consider sealing him into his base by means of defenses such as Vulture Spider Mines or Protoss Photon Cannons positioned in great numbers just past choke points leading to his headquarters.

IDEAL BUILD ORDER

When dealing with a cunning human opponent, the order in which you construct your first few buildings is literally the difference between potential victory and ignoble defeat. The general rule is to begin harvesting minerals immediately while building more gatherer units, then using your seventh gatherer to build your first support structure (Terran Supply Depot, Zerg Overlord, or Protoss Pylon). Build around two more

gatherers thereafter, then set up your low-level unit production structure (Terran Barracks, Zerg Spawning Pool, or Protoss Gateway).

As soon as possible, begin production of one or two low-level attackers made available from that structure. More gatherers and one more support structure later, then and only then should you even consider building a Vespene Gas mine (Terran Refinery, Zerg Extractor, or Protoss Assimilator). The rule is to set up a defensive position using only minerals as quickly as possible and only starting to mine gas thereafter.

Building up your base in this fashion lets you either mount a preemptive attack against the enemy early on (a strategy not so affectionately referred to as a rush) or successfully defend against one should you find yourself on the receiving end.

A second Gateway warps in and another Zealot nears completion, while plenty of Probes gather minerals at this rapidly developing Protoss headquarters.

An opponent who builds a Refinery-equivalent early on or begins researching upgrades early on is using up resources he could otherwise be spending on bolstering his garrison. And early in a battle, should your forces outnumber the opponent's, your victory is certain.

So the rule is to produce several low-level fighters with haste, while continuing to produce gatherer units until you hold a ratio of two gatherers per one mineral patch.

WAR IS NOT FOR PACIFISTS

You will find that any given battle tends to favor the aggressor, at least when dealing with a human opponent. Certain types of commanders enjoy wallowing in paranoia and fortifying their positions with as many defensive structures as they can afford, rather than spending that same money on mobile forces. Such opponents are easily defeated, as the Terrans, Zerg, and Protoss all have units designed to eliminate defensive structures from afar.

This heavily fortified Terran headquarters is properly protected by combinations of mobile forces, rather than cluttered immovable defenses.

While all this is not to suggest that defending your head-quarters is not important, you must understand that attacking tends to yield superior results than defending.

Key structures are easily razed by comparatively small groups of units, and if you insist on always fighting on your own territory, it is likely but a matter of time before your defenses are overrun and your headquarters promptly destroyed.

Know the units that are ideal for building sieges against heavily fortified bases. These include the Terran Battlecruiser and Arclite Siege Tank, the Zerg Guardian and Defiler, and the Protoss Reaver and Carrier. All these units can smash or heavily damage defensive emplacements with little problem.

THE NECESSITY OF EXPANSION

If you take two commanders of similar skill and pit them against each other, the one who can generate more resources faster will be the victor every time. To this end, the importance of expanding your territory to new resource patches cannot be understated. Indeed, efficient expansion is perhaps the single most important skill you can acquire in this war. Even if you lack combat prowess, if you are at no loss for resources, you may well defeat your opponent by overwhelming him through sheer numbers. A fast, consistent flow of resources will facilitate this.

It is difficult to generalize and suggest when a commander should expand to a new location. Many variables change the specific conditions under which expansion should become a priority. The rule to follow is that you must try to expand the instant your original position is fortified and your flow of resources there maximized. Locate a site for your expansion base well in advance. If the battlefield permits, try and find a site in between your original location and the enemy so you can advance most of your garrison to protect the fledgling base as it builds up.

You are at your most vulnerable when you expand for the first time because you must spread your forces thin, and your resources are low. Make certain you complete the operation successfully by properly scouting the area before you expand to confirm that no significant enemy presence is nearby.

Should the worst transpire and your upstart base fall under attack, know that you may cancel construction of any pending structures to reacquire the resources you spent on them. Ideally, however, you simply must not let this case occur. The primary function of all your expansion bases is to help generate revenue. The more expansion bases you feel capable of maintaining simultaneously, the better off you will be to create them.

BYPASSING RESTRICTIONS

An extra Zerg Hatchery within its main base lets the cunning Zerg Cerebrate produce scores of units simultaneously.

This is but a simple yet all-important reminder to heed your own common sense: If you find yourself frustrated by the slow rate at which your combat units are being produced, strive to correct the problem.

Specifically, build more structures with which to produce your forces. Build as many as you need. A competent Protoss executor needs at least two Gateways producing his ground forces and may seek to establish as many as four relatively early in a battle.

A Terran commander seeking to mount a major attack against his enemy needs at least two Factories producing Siege Tanks to amass a sufficient quantity quickly.

And even the Zerg, who can build units much faster than the other two species, should heighten their advantage by establishing a second Hatchery within their primary base so that they can hatch six rather than three units at a time.

The structures that produce units are relatively inexpensive. Never hesitate to build as many as you see fit. If your resources are growing at a much faster rate than you can spend them, that is more than likely an indication that you do not have enough structures producing units. This same rule applies for upgrades—multiple Terran Armories, for example, may research multiple upgrades simultaneously.

KNOWING YOUR UPGRADES

A key strategy is to know what to upgrade first and when to upgrade it. A general rule is to always upgrade weapon damage first and foremost. Weapon damage tends to yield a significant boost to your fighting forces. Armor upgrades, on the other hand, offer but fractional resistance against attacks. Try and research all three levels of weapons upgrades before going on to research armor. The Protoss should research their plasma shield upgrade last, if at all.

Weapon and armor upgrades are extremely time-consuming. This does not mean you should begin researching them right away. Since damage and defense upgrades are expensive, yet only significant when those units who benefit from them are deployed in great numbers, you must resist the

urge to begin upgrading until your garrison is firmly established, and you can afford to upgrade without cutting into your unit production resources. Do not even establish the structure required for upgrading weapons until your position is fortified.

Learn which special ability upgrades are important, and which are extraneous. Terran special abilities all tend to be imperative; Wraiths demand Cloaking Field; Siege Tanks demand Siege Tech; Vultures demand Spider Mines.

As this shot proves, Protoss Zealots with third-level weapons and Leg Enhancements become ruthless, efficient killing machines.

The Zerg should prioritize speed upgrades for Zerglings, Hydralisks, and Overlords, just as the Protoss should develop Leg Enhancements for their Zealots and Gravitic Drive for their Scouts. Meanwhile, special ability units like the Zerg Queen and Protoss High Templar are ineffective until you research new abilities for them.

Identify luxury upgrades, such as those that increase sight range and maximum energy capacity. Research those only after you've developed the more important technologies.

CONSERVING FORCES

The principle behind conserving your fighting forces is that each unit will continue to fight at 100 percent efficiency until it is killed. A unit with but a single hit point remaining will continue to fight like new. To this end, do everything you can to keep all your units alive as long as possible. Keep your healthier forces toward the front lines and leave your damaged troops in the rear so that they can continue to fight without fear of being killed.

When overseeing groups of ranged units in combat, take the time to maneuver those units taking the brunt of the damage in front to the back of your force, so that damage is distributed between your forces rather than concentrated upon individuals so they die off. This way, you will continue to attack with maximum force for as long as possible.

All three races have a means of restoring their injured units back to health. The Terrans may quickly repair any mechanical unit (including spacecraft) by assigning one or more SCVs to the task. Multiple SCVs repairing a unit will get the job done that many times quicker. Repairs cost a small quantity of minerals and Vespene Gas if applicable.

All Zerg units regenerate slowly back to full health if they take damage. Try burrowing injured Zerg ground units underground to let them heal up in between battles or fly your aerial units to the safety of your headquarters and let them regenerate there.

While the Protoss cannot restore lost hit points, their shields operate much like Zerg hit points in that lost shield points gradually regenerate. The Protoss can greatly expedite this process by means of a Shield Battery structure, designed to restore lost shields almost instantaneously.

Do your best to keep your forces alive as long as possible, and do not neglect to restore them to health if you have the opportunity. You will save valuable time and resources in this fashion.

RESOURCE MANAGEMENT

You must never find yourself waiting to save up for individual units. Do not rush to build a Terran Science Facility and Physics Lab so you can just barely produce a single Battlecruiser with your last ounce of resources. Instead, allocate your wealth to build great numbers of the best units you can most easily afford. Only when you have vast reserves of minerals and Vespene Gas should you begin producing expensive units like Battlecruisers. Purchase deliberately and resist the urge to rush up the technology tree when dealing with a human opponent. Remember that low-level units in large groups tend to be far more effective than few numbers of more expensive units. In general, try to spend at a rate just slightly lower than what you earn. Continue to build profit so you can amass plenty of reserves should you ever need them (expect that you will), but do not restrict yourself by building fewer units than you can afford.

EXECUTION

DAMAGE TYPES

Certain types of attacks are better suited against certain types of units. Specifically, a unit may inflict damage in one of three different ways. See the specific unit descriptions elsewhere for further information on a case-by-case basis. Normal damage means the unit in question will always inflict what is indicated in its onscreen status bar with each attack against every opponent.

Explosive damage deals only 50 percent of its standard damage against units designated small in size and 75 percent damage against medium-sized units. Explosive damage is dealt in full against large units. The Zerg Hydralisk is one such unit that attacks with explosive damage. While it will inflict its standard 10 points of damage against a large target

like a Terran Siege Tank, it will only inflict five points against a small unit like a Terran Marine. It will inflict seven points of damage per attack against medium-sized units, like enemy Hydralisks.

Concussive damage is 100 percent effective against small units, 50 percent effective against medium-sized units, and only 25 percent effective against large units. But three units deal concussive damage: The Terran Firebat, Ghost, and Vulture Hoverbike. A Ghost agent typically inflicts ten points of concussive damage with his C-10 Canister Rifle and will deal full damage against small units like Zerg Zerglings and Protoss Zealots. He will inflict just five points of damage against medium-sized Hydralisks and enemy Vultures, and a mere two points of damage against large units like Zerg Ultralisks or Protoss Scouts. Concussive damage is, for all intents and purposes, entirely useless against large enemies.

You must memorize those units who attack with explosive or concussive damage and remember to deploy them accordingly, taking heed not to engage them against enemies who are heavily resistant to their attacks. Of further note, certain types of units deal damage to a small area, injuring the target as well as any adjacent foes. Those units who inflict splash damage are also indicated throughout the unit guide in this volume. Some types of splash damage attacks, like that of the Terran Firebat and Protoss Reaver, are not harmful to friendly forces adjacent to the enemy. On the other hand, the splash damage caused by a Terran Siege Tank in siege mode is just as dangerous to friendly units near the target as it is to the enemy.

AIR POWER VS. GROUND POWER

Learn to understand the role of typical flying units. The basic flying unit for each species, the Terran Wraith, Zerg Mutalisk, and Protoss Scout, is useful for precisely two reasons. First, it can fly, and therefore may travel anywhere on the battlefield uninhibited. Second, it can safely attack any

ground units incapable of firing back. These include close attack units like Protoss Zealots and Zerg Ultralisks and artillery units like Terran Siege Tanks and Protoss Reavers.

Flying units are very expensive. Unless you have specific use for these two features, do not waste your precious mineral and Vespene Gas reserves on fliers when you could be spending them on ground forces. Certain types of battlefields, either consisting of isolated islands or of winding canyons, cater to the commander who maintains air superiority. But ground units, who tend to deal much more damage and cost much less than flying units, will dominate wide-open maps that allow uninhibited travel. The rule to follow is: do not build flying units unless you are certain they will come in handy. And only under extremely rare circumstances should you consider building flying units prior to first establishing your ground forces.

THE LIFELINE—YOUR GATHERER UNITS

Ironically, the most important unit at your disposal just happens to be the unassuming gatherer. Gatherer units—the Terran SCV, Zerg Drone, and Protoss Probe—are responsible for constructing new facilities and collecting resources. Building plenty of gatherers and maintaining a consistently fast flow of resources is vital to your success, as you must continuously build new units and research new technologies to survive.

Often, he who gathers the most resources during a given battle ends up winning. At first, you want to maintain a ratio of close to two gatherers per one mineral patch and have enough gatherers working a Vespene Gas geyser so that a gatherer resides within your Refinery-equivalent at any given moment. Try and match these ratios for your first expansion base, but taper off a bit for your following expansion because by the time it is prepared, your gatherers at your original base will likely be running short on resources, and you can redirect them to your new site.

You must do everything in your power to keep your gatherers safe. If your enemy attacks and destroys them, your economy grinds to a halt. Not only that, but replacing large numbers of gatherers is an expensive and time-consuming process. In turn, you must use every means at your disposal to strike the enemy where it hurts him most—his own supply line. Killing enemy gatherers will make his economy slow severely, and even as you continue to generate resources, he will only lose them as he tries to replace what was lost.

Gatherers are weak and easily killed. Powerful area effect attacks like the Protoss High Templar's Psionic Storm can kill or injure many gatherers at a time. Artillery units like Terran Siege Tanks and Protoss Reavers can also kill many gatherers quickly. Should you manage to sneak such units behind enemy lines, it will be more than worth your while to sacrifice them in destroying scores of enemy gatherers. Protect your own gatherers by placing a few defensive structures near their supply line, but most importantly, be aware of the immediate area and keep an eye out for incoming enemy transports looking to slip into your base and attack you where you are vulnerable. If the worst should come to pass, order your gatherers to flee the area—or if your enemy force is relatively weak and no other reinforcements are nearby, you may order your gatherers to attack. They can kill small numbers of low-level units like Zerg Zerglings and Terran Marines without taking too many losses.

THE ULTIMATE POWER—YOUR SPECIAL ABILITY UNITS

The most powerful units available to you are those who are otherwise defenseless and easily destroyed: the special ability users. You must attend to the enemy's energy-driven special ability users more than any

of his other forces, for it is they who are capable of harming a great many of your own troops in a single attack. Units with special abilities tend not to be useful on their own, but in support of standard fighting troops, they can be most deadly indeed.

A huge, expensive group of Zerg Hydralisks or Mutalisks in full health will die within a single Protoss High Templar's Psionic Storm. A pack of fearsome Protoss Archons will be instantly stripped of 350 points of shielding under the Terran Science Vessel's EMP Shockwave. The Zerg Queen may kill a deadly Terran Siege Tank instantly with its Spawn Broodlings ability, causing twin voracious creatures to spring forth from the destruction and attack any other tanks nearby. Though special ability users are fairly expensive, using them successfully in combat leads to devastating losses for the enemy such that your purchase will have been more than worthwhile.

Proof positive that the High Templar's deadly Psionic Storm devastates a Zerg strike force.

Keep in mind that special ability users tend not to be effective until you research several of their powers from the appropriate structure.

Further, they are time-consuming to produce and only begin with limited energy reserves, so you must defend them for a while until they are ready to use their powers.

The limitation of such units' power lies solely in the fact that you must micromanage them very closely. Take care to keep them out of harm's reach while being attentive of their energy level to make certain they may use their abilities when you need them most. Triggering their abilities properly in the heat of battle is a matter requiring precision, dexterity, and timing, and one that you must practice to improve.

You must strive to learn the various hotkeys that designate your units' special abilities so that you may initiate them quickly during a conflict. Typically, you must use your mouse to select a High Templar, select the small Psionic Storm icon from the menu bar, and then choose a target, thus losing valuable time by covering a large area with your mouse. Fortunately, you can expedite this process by selecting the High Templar, pressing T, which is the hotkey for Psionic Storm, and then designating the target. In this case, you needn't move your mouse over nearly as great an area were you not to use hotkeys.

Special ability units are targets of opportunity. If you see them among the enemy regiments, try and kill them first before they use their powers against you. Likewise, you must strive to master the powers of the special ability units at your disposal. Even if you face seemingly hopeless enemy numbers, these units may typically lead to your victory.

KNOWING HOW BEST TO ATTACK

Selecting the limit of 12 combat units and right clicking on an enemy target is not the proper means of conducting a battle. Different types of units demand correspondingly different techniques to use them properly.

Even if he is heavily outnumbered, a commander who knows how best to control his forces will easily defeat an opponent who is not aware of the various ways in which to order his troops.

The right mouse button is defined as the Move function. Never use it in battle. When ordered to Move, your units will rush toward the selected point regardless of enemy presence. If you attempt to right click an enemy unit in battle while many of your forces are selected, and by chance the unit moves out of the way at the last moment, your units will cease firing and move to that point. Your enemy will take this opportunity to finish them off.

Use the Attack function whenever moving your forces into unknown terrain or when designating a target. The best way to do this is to use the hotkey A and left click the direction in which you want your forces to move. When issued an Attack command, your forces will move to the designated point but stop to engage the nearest, most dangerous threat that should stand in their way.

The Attack command is vital for close-range melee units like Protoss Zealots and Zerg Zerglings. If you order a group of these to attack a single target, your front ranks will engage it while the rest wait idly for their turn.

Here, a Protoss Arbiter locates a weak point in the enemy base and ushers in massive reinforcements.

However, if you use the Attack command and select an area beyond the enemy presence, your melee units will rush the enemy, fan out, and engage as many different targets as they can. In this fashion, all your melee units will engage the enemy at once and thus deal considerable damage.

Other types of units work best if they concentrate their fire. Units with relatively weak ranged attacks, like Terran Marines and Zerg Hydralisks, can nonetheless quickly bring down even the largest target if you order many of them to focus on individual enemies at a time. Designate specific targets for your forces by using the Attack function and left clicking directly onto the target in question. When in doubt, however, always default to the general attack command mentioned previously.

Still other kinds of units should expressly not concentrate their firepower. Artillery units like Terran Arclite Siege Tanks and Protoss Reavers can kill most enemies in one or two hits, so ordering large groups of them to target a single enemy is a waste of time. Such units work best if spread out and left to their own resources. They will attack whichever target draws nearest, thus distributing mass destruction over a large area.

KNOWING UNIT COUNTERBALANCE

It is important to understand which of your units best counteract the enemy and to build up your force accordingly. The first step is to scout out the enemy base and take a look at where he is allocating his resources. No one type of unit is invulnerable; every race has a means of effectively killing each and every unit belonging to the other two races. For example, a Protoss general who discovers a Zerg opponent building fleets of Mutalisks would be wise to ready his High Templars whose Psionic Storms can quickly shred the Zerg airforce.

However, Psionic Storm will not prove as useful against a Zerg commander focusing on Zerglings and Ultralisks whose close-range attacks make the spell too dangerous to use, for fear of harming your own forces. Meanwhile, should the Zerg discover a Protoss opponent bent on building up his own airforce, they must promptly research the Queen's Ensnare ability and prepare to use it in combination with the Scourge suicide bombers. Unless faced with a substantial enemy airforce, hatching Scourge is a waste of time and resources.

Meanwhile, Terrans facing Zerg or Protoss must be ready to train Firebats and station them in defensive Bunkers, as Firebats are adept at holding off large packs of Zerglings and Zealots. And should the Protoss or Zerg discover the Terran's intention, they are in turn advised to focus on long-range units that can kill off Firebats before they come close. While to characterize all such relationships through the typical rock-paper-scissors model is to generalize much too broadly, the key here is to understand that certain types of units are better suited to dealing with specific situations and enemies than others. You must strive to discover and learn to anticipate what sort of units the enemy will send your way or use to defend himself and build your own forces to best exploit his weaknesses.

Likewise, try and be as covert about your unit production as the situation allows, so the enemy must keep guessing. Try to throw him off—it may be strategically useful, for instance, to build but a single flying unit and attack the enemy with it, thus causing him to invest considerable resources in bolstering his anti-air defense in expectation of a full-scale airborne assault. Then, attack for real with your ground forces. Carefully study the unit guide to learn the precise strengths and shortcomings of every unit on the battlefield.

KNOWING HOTKEYS

If you restrict yourself to using the mouse to control your forces, you are not fighting as efficiently as you should be. Many important keyboard functions exist to make certain operations proceed much more smoothly than they otherwise would with just a mouse. Most important is the ability to designate up to ten groups of 12 units, using Ctrl-#. You can select all onscreen units of a particular type by holding Ctrl and left clicking (or double left clicking) on one such unit, at which point, you should assign those forces to a numeral. Try and stay consistent from battle to battle so you can easily distinguish between your various units during battle—for example, always set your Zerg Mutalisks to Ctrl-5. Assigning units to groups is the only viable means of staging a major battle. Select your groups one by one and quickly issue Attack orders with A.

You may assign structures to hotkeys exactly as you would assign units to them. One useful application is that you may easily stay on top of unit production queues by assigning your Barracks-equivalent to a hotkey. But the most important function for this feature applies to the Terran commander, who should designate his Comsat Station to a key, then quickly hit S and select an area onscreen to Scanner Sweep it at a moment's notice should cloaked enemies attack.

Memorizing special command hotkeys for special abilities is also a critical skill to acquire. A skilled Zerg commander may order a fleet of Queens to use Spawn Broodlings against a large group of enemy Terran Siege Tanks by selecting the Queens one at a time, hitting B to prepare the ability, then targeting the tanks each in turn.

Another useful set of hotkeys is Shift-F2, -F3, or -F4. You may use these to save key hot spots on the map, so you can easily jump to key locations. This is effective when used in conjunction with Protoss Arbiters, whose Recall ability may teleport large groups of units to their position

from all the way across the map. Assign a hotspot to your unit production facilities so you can Recall your garrison at a moment's notice.

The other hotkey you must remember is the space bar, which centers the screen on the last key event that took place. Use it to jump to structures that have finished researching technologies or building units or to leap to a combat zone.

GROUP TACTICS

The military forces at your disposal, no matter what race is under your command, tend to be highly specialized. There are a few exceptions: The Terran Goliath, Zerg Hydralisk, and Protoss Dragoon tend to work quite well in any situation. But even these units work best in combination with other forces. As a general rule, the more units you can effectively deploy and manage in battle, the better off you will be.

This diverse Protoss garrison is prepared for anything the enemy might send its way.

An effective Terran base assault, for example, will use Siege Tanks to deal the brunt of the damage. However, Siege Tanks are defenseless against flying units.

If the Terran anticipates enemy air power, a squad of Goliaths will deal with them. A large pack of Marines will help screen the Siege Tanks and Goliaths alike, while cloaked Wraiths can flank the opponent and keep him from retreating. A Terran Ghost can meanwhile use Lockdown to disable mechanical enemy units, while a Science Vessel will detect cloaked enemies and use Defensive Matrix to bolster the defense of the Siege Tank front lines. Other variations are possible, but the point stands that using groups of units working together is the best means of offsetting their shortcomings.

Should you fight an opponent who is adept at using group tactics, attempt to eliminate the groups one by one to create weaknesses in his force. A Protoss commander who succeeds in destroying the Goliaths and Ghosts in the previous example may carefully proceed with Scouts and Carriers, having destroyed the Terrans' primary anti-air defense. Refer to the unit guide elsewhere in this volume for further information on what units work best together.

Regarding Cloaking and Cloak Detectors

Little is as frustrating as sending an indefensible strike force at the enemy, only to be assaulted by an invisible enemy. Avoid this situation by sending a cloak detector unit with every major attack if you feel there is any chance of cloaked opposition. Each species has exactly one cloak detector unit. These are the Terran Science Vessel, the Zerg Overlord, and the Protoss Observer. Zerg Overlords and Protoss Observers are inexpensive, so in most cases, it will not be a problem for you to send one along with your fighters. The Terran Science Vessel is rather costly, on the other hand. If you cannot afford to order it into open combat, you can substitute for it with the Scanner Sweep ability made available after you add a Comsat

Station to your Command Center. A Scanner Sweep will reveal all cloaked enemy units in the area for several seconds.

The Terrans rely on cloaked units more so than the other species. Their Wraith fighters and Ghost agents can be devastating if they remain undetected, and the deadly Vulture Spider Mines are invisible to the enemy unless they pass within a cloak detector's field of vision. The Zerg have no cloaking ability, but most of their land units may burrow underground. Use cloak detectors to reveal them. Protoss Observers are cloaked, and the powerful Protoss Arbiter, while perfectly visible itself, casts a cloaking field around all friendly units within a large radius.

Each species' anti-air defense structure doubles as a cloak detector. The Terran Missile Turret, Zerg Spore Colony, and Protoss Photon Cannon are all equipped with sensors designed to detect otherwise invisible units.

Here, cloaked Wraith starfighters lead the attack against a rival Terran headquarters after Marines eliminated its perimeter of Missile Turrets.

Because none of these defensive structures is notably powerful, they are all primarily useful for their cloak detecting properties.

Cloaked enemies may still be identified by the slight shimmering effect of their cloaking fields. However, your weapons cannot target them directly unless a cloak detector reveals them. Cloaked units may still be attacked by special abilities, however. Just target the area where their attacks originate or identify the shimmer and target that point.

A Protoss High Templar may damage or destroy the invisible forces with his Psionic Storm. A Zerg Queen's Ensnare ability not only slows all units within the target area, but the green spores also make otherwise cloaked units visible to your forces. Likewise, a Zerg Defiler's Plague will reveal cloaked units even as it drains them of their hit points. Cloaked units may cause a great deal of trouble for one who is unprepared to deal with them, but are not so problematic if you take precautions.

THE HIGH GROUND ADVANTAGE

There are several reasons why a ground unit on higher elevation than an enemy ground unit is at an advantage. The unit on low ground cannot see the unit on high ground through the fog of war, unless the unit on high ground attacks it. The unit on high ground receives a bonus to its field of vision, thus letting it see farther than is typically possible. And finally, the unit on low ground has a 30 percent chance of missing the unit on high ground with its attack. Thus, should two equivalent units fight across elevation (for example two rival Terran Goliaths), the unit on high ground will always win, since the unit on low ground will occasionally miss its mark while the unit on high ground will not.

For all these reasons, it is advantageous to seek osut a position on higher elevation. Flying units are not affected by the elevation of their terrestrial targets, so often times the best means of striking at an enemy firmly planted on high ground is to attack him from the sky.

Here, the Bunkers on higher ground rain death on the enemy Bunkers below.

Your Mission, Should You Choose to Accept It...

MISSIONS GUIDE

The following is a comprehensive walk-through of all three military campaigns, all 30 missions, that you will face alone. These are but recommended means of accomplishing your various tasks based upon my own extensive reconnaissance and hardly the sole solution to your success.

Indeed, in most cases, there are several routes to take to accomplish the various missions to which your talents shall be assigned. So do not feel confined to the specificity of this document and use your discretion to adhere to its suggestions as closely as you see fit. However, know that the instructions presented within will indeed lead to your inevitable victory over your enemies should you follow them closely.

Regardless, good luck to you and your endeavors, as they say.

Redcrosse

FIVE CHAPTER

Episode I
Terran Campaign: Rebel Yell

1. WASTELAND

This is a quick mission that will give you a good handle on some of the management skills you learned in the tutorial. You'll begin with a pack of Marines and SCVs; your first priority is to locate Marshall Jim Raynor, whom you'll find to the southeast of your starting position. Proceed further south and watch out for Zerglings lurking about. Your Marines should dispatch them easily, especially with Jimmy's assistance.

Here's your chance to practice deploying Spider Mines with Jim Raynor's modified Vulture Hoverbike. You'll be glad you did.

You'll find a small Terran base to the south near to a mineral patch. Order your SCVs to begin mining the resources. You may wish to make more SCVs to speed up the gathering process.

Construct your Barracks when resources permit, then simply produce five more Marines to complete the mission. While your Marines are training, experiment with Jimmy's bike. Deploy a Spider Mine and try to

lure some Zerglings in to watch how it works. If Jimmy's bike takes damage, bring it back to base and repair it with an SCV.

2. Backwater Station

Start gathering minerals right away and build SCVs until you have two units mining per one mineral patch. Build an Engineering Bay and begin upgrading your Marines' weapons. Eventually, construct a Refinery and start mining some more Vespene Gas. Use Jimmy's souped-up bike to scout the area, but don't go too far just yet. Once you assemble a squad of around a half dozen Marines, proceed up the ramp to the north. You'll encounter a pack of Zerglings around a Creep Colony, but these should pose little threat. You'll find a lone Terran base here, complete with Academy.

This Infested Terran Command Center is your primary target. You know what to do, now that you know where it's located.

The Academy lets you train Firebats from your Barracks as well as build a Comsat Station attachment for your Command Center.

Fill your Bunkers with three Marines and a Firebat (just for practice, your position will likely not be attacked), then continue gathering resources and producing a force of Marines and Firebats. Research the U-238 Shells at the Academy and then go for Stim Packs. Once the SCVs at your original base run out of minerals, remember to send them up north to your new position.

Use your two Comsat Stations to sweep the area intermittently. Notice the Infested Command Center at the northeast corner of the map and locate a route to get there. Once you've assembled a dozen Marines and a half dozen or more Firebats, send them forth toward the target. Keep the Firebats in front; they'll make short work of any Zerglings that stand in your way, though the Marines will be helpful dealing with Hydralisks. Send Jimmy Raynor with your strike force if you want, as he makes for a powerful ally. Your force should reach the Infested Command Center with minimal casualties. Proceed to destroy the overwrought structure and victory is yours.

3. DESPERATE ALLIANCE

You must simply survive for 30 minutes to succeed at this mission. You will only lose this mission if your every last structure is eliminated before the countdown expires. Quickly set up your base. Try and have two SCVs per one mineral patch, and make sure and keep an eye on your supply count and build plenty of Supply Depots to support your forces. Build an additional Barracks, and set up three to four Bunkers at each of the two choke points. Fill those with Marines and the occasional Firebat. Position Missile Turrets near your bunkers to help fend off the airborne Mutalisks.

This is also your chance to set up a Factory with Machine Shop attachment. Research Spider Mines and send out some Vultures to mine the area outside your base. Bring the Vultures back and position them at your front line to help against the intermittent Zerg assaults.

Keep an SCV or two near to each choke point to repair your Bunkers and Missile Turrets if they take damage. Expect a huge wave of Zerglings, Hydralisks, and Mutalisks to come your way with around two minutes remaining on the clock.

As this shot proves, three Marines and a Firebat in a Bunker makes for a powerful defense against the Zerg onslaught.

If you fortified your defenses properly, you'll stop them cold. Even if they break through into your base, though, it's unlikely that they can destroy it before the mission timer runs out. Try and work quickly during this mission—you won't have it quite so easy later on.

4. THE JACOBS INSTALLATION

Your strike force here consists of exactly a dozen men—seven Marines, four Firebats, and Jimmy Raynor. These troops are fully upgraded and have the option to use Stim Packs if they must. Select the lot of them and designate them to a hotkey with Ctrl-#. You won't need to break them up

into smaller groups. Proceed west down the corridor and watch as your men easily dispatch any opposition they meet, including a Terran Goliath mobile suit and concealed wall defenses. Try and keep Jimmy toward the front of your force; he is very powerful. Once you reach the end of the hall, proceed north then west until you find a beacon that unlocks the nearby doors. Enter the room to your west to encounter a fateful surprise.

Proof that Jimmy is tough enough to reach the destination all by himself.

Return to the hallway leading north and work your way further north then west past a group of enemy Vulture Hoverbikes. You will find a teleporter in the northwest corner of the map, transferring you to the northeast corner.

Now proceed south until you find yourself in a large room. The Marines and Firebats there should pose little threat, and the data you require is located toward the bottom of the room. Once you reach this beacon, you win the mission.

The enemy presence in the Jacobs Installation should pose little problem for your force, and Jim Raynor can even complete the mission alone if you want to give him a challenge. Just remember to move your forces forward with the Attack function, by pressing A and then left-

clicking to the new area. That way, your forces will automatically shoot at anything hostile that they see.

5. REVOLUTION

Lead Jimmy and your Marines south, and you'll encounter Lieutenant Sarah Kerrigan. She'll reveal some of the map for you so you know what you're up against. Move your forces east and eliminate the Missile Turrets you find there, noting that they can detect troops like Kerrigan when they're cloaked. Proceed north and deal with a Spider Bike, then cautiously move around to the west. You'll fine a lone enemy Wraith fighter—a perfect candidate for Kerrigan's Lockdown ability. Lock it down, then have your Marines destroy it.

Once you reach the rebelling base, take note—there's no way your troops will make it past those Bunkers. But a cloaked Kerrigan can, as long as you clear out that one Missile Turret. You must destroy the westernmost Bunker to get to it, though. You'll take some losses, but once you eliminate that Bunker, the Missile Turret is easily destroyed. Now cloak Kerrigan and move her up the ramp to the beacon. The Antigans will revolt and join your forces and immediately open fire on the Confederate Bunkers. Because the Antigan Bunkers are on higher ground, they will destroy the Confederate presence with little problem. Be sure to repair your Bunkers after the dust settles.

Have a good look at your base—it's almost fully equipped. You already have Barracks, Factories, a Starport, and plenty of defenses. You still must build an Academy and an Engineering Bay, however. After you build the Engineering Bay, set up some Missile Turrets near your southern Bunkers. When resources permit, build another Command Center near your Southern Barracks so you can gather the minerals near there and also so you can build another Comsat Station. Expect occasional enemy assaults all the while, but your base is well defended enough to easily hold them off.

Drop a dozen Marines into the enemy Confederate base to support your Wraith fighters. Here's how it's done.

Build a second Starport and Control Tower, then begin building Wraith fighters. Upgrade your Wraiths with the Cloaking Field and Apollo Reactor from you Control Tower. Build as large a fleet as you can, with at least a dozen craft.

Use Comsat Sweeps all the while to scout out the enemy presence to the south. The Confederates failed to defend the eastern portion of their base with cloak detecting Missile Turrets, so you should send your fleet of cloaked Wraiths to begin their assault there. Destroy everything in your path, from the Refinery down to the Command Center—the enemy is defenseless here against your invisible fighters. Do watch their energy reserves, however, and fly them back to base to recharge if their Cloaking Fields are low on power.

The strip of land separating the east and west sides of the Confederate base is mined; use Scanner Sweeps to show the mines, and your Wraiths to flush them out. Now, you are ready to strike the enemy full on. Build two or three Dropships and fill them with Marines. Ferry those Marines to the enemy base and attack. Try and take out the Missile Turrets first so your Wraiths can help out. Kerrigan and Raynor may be helpful in this

final assault, particularly Kerrigan with her ability to Lockdown enemy Vultures, Goliaths, and Wraiths. Once every last Confederate structure is razed, you are victorious.

6. NORAD II

Your task here is to send a rescue party consisting of two Dropships and Jimmy Raynor to the crash site of Edmund Duke's command ship, the Norad II. Accomplishing this operation is made difficult by the fact that the Zerg have Duke's small party very much surrounded. You must smash your way past a heavily fortified Zerg defense before you can make it to the Norad II.

Find the spot on high ground (such as this one), out of the range of Zerg Spore Colonies, and drop Goliaths in to take them out.

Begin by moving Marshall Raynor's small force westward. The Zerg lie in ambush, but you should hold them off just fine. You'll find a damaged but otherwise serviceable Terran base past the Zerg.

At this point, you'll discover General Duke's location. Quickly deploy the six Marines between the two Bunkers and station the two SCVs within the Bunkers for safety as well. The crashed Norad II will be attacked from high ground and from underground by small droves of Zerg, but between your Bunkers and your three Goliaths, you should hold them off. Use your SCVs in between ambushes to repair your Bunkers and Goliaths or the Norad II itself, if it is endangered. Make certain not to lose any defending units and do not move them to high ground lest they be totally overwhelmed.

Meanwhile, get to work on repairing your base and mining resources. Construct those buildings you don't yet have and reinforce your defenses if necessary. Use your Comsat Station Scanner Sweep to reveal the area around the Norad II and plan your rescue. Use Scanner Sweeps and Vulture Bikes to scout the area near your base and note the additional resources north of your position.

You may wish to build an additional Command Center there later on. Deploy Spider Mines on the outskirts of your base to slow any incoming ambushes.

Once you've cleared a path of Spore Colonies, send Raynor and two Dropships to the crashed Norad II. Then do what you must do.

Upgrade infantry and vehicle weapons at your Engineering Bay and Armory, respectively. Begin producing Goliaths and Marines in great numbers and send them forth to eliminate the Zerg presence on low ground north of your base. There is another Zerg base on high ground on the northeast corner of the map, but you needn't attack it. Don't bother wasting money on Wraiths for this mission; there are simply too many Zerg Spore Colonies about to give them any room to work.

By now, the area around the Norad II should be revealed to you. Choose a point on the high ground around it outside the range of the Zerg Spore colonies—there is a one such point to the north and one point to the west of the Norad II—and ferry in two to three Dropships' worth of Goliaths to that area. Have the Goliaths eliminate the Sunken Colonies and defending Zerg, then order them to take out the Spore Colonies. Watch out for the Zerg Queen's Ensare ability that will slow your forces down. Once you've destroyed most of the Spore Colonies and all other surrounding defenses, you can safely fly in two Dropships (one carrying Jimmy) to the Norad II. Mission accomplished.

7. THE TRUMP CARD

The object of this mission is to bring the Psi Emitter, by means of an SCV, to the Confederate Beacon. You'll find that Beacon on the east side of the map, identified by an orange dot. You begin in control of a large base, most of which is on a southwestern island. You have a Starport and Science Facility past a bridge to the north, along with Lieutenant Kerrigan and an SCV carrying the Psi Emitter. Order Kerrigan and the SCV back to the safety of your main base, then lift off the Starport and Science Facility and fly them to your base as well. They'll come under fire from enemy Bunkers, but you can save them before a deadly force of Siege Tanks arrives to lay waste to the Starport's isolated Control Tower.

Meanwhile, you have several Supply Depots positioned past your main base's eastern bridge. You cannot save those from the enemy Siege Tanks, but you can pull the defending Marines back to base rather than sacrifice their lives needlessly. Remember that spot—once your defenses are fortified, you will return there and take it back.

Quickly build more SCVs and begin gathering resources. Fill your Bunkers with Marines. Make a few more SCVs and build those structures you don't yet have, including an Academy and an Armory.

Use Bunkers, Siege Tanks, and Spider Mines, utilizing a similar formation, to hold your position.

Upgrade your infantry and vehicle weapons. Be prepared for small ambushes consisting of Marines and Firebats. Add a Machine Shop to your Factory and build an additional Factory as soon as you can. Research Siege Tech as well as Spider Mines. You must seal off the three bridges leading to your base. To this end, you want a Bunker with four Marines at each of these points, plus a Missile Turret and a Siege Tank positioned behind it in siege mode. If the enemy threatens to break past these defenses, bring in an additional Siege Tank or construct another Bunker.

A combination of Goliaths and Siege Tanks will let you press north into the heart of the enemy base. And here's how it's done.

When you feel your base is sufficiently well defended, create a force of Siege Tanks and Goliaths.

Support them with a Science Vessel. Send them across the eastern bridge to establish and plant them beyond the resources there, then send in SCVs to establish a new Command Center and Refinery.

Start gathering the minerals and Vespene Gas as soon as you can. Build a Bunker and Missile Turrets for defense and plant a couple of Siege Tanks up the ramp on high ground. Place a Missile Turret nearby and station an SCV there to repair anything that comes under fire. Fill the Bunker with Marines and send reinforcement tanks as necessary. Bring in some Vultures and mine the choke point leading to this new base. Don't hesitate to use your fast-moving Vultures to lure enemies into the kill zone you've established.

You may wish to build another Factory at this point. You should have plenty of resources, your defenses should be impenetrable, and your vehicle and infantry weapons should be maxed out. Make as many Supply

Depots as necessary and start turning out Marines, Goliaths, and Siege Tanks to mount your assault. Once you have around a dozen of each, move them beyond your eastern base and attack! Send your Marines in the front lines, followed by your Goliaths. Keep a Science Vessel or two nearby to detect cloaked enemy Wraiths and use their Defensive Matrix ability to bolster your forces. Bring the Siege Tanks in last, and place half of them in Siege Mode. Advance them in ranks as you press your way into the enemy base.

Though the enemy will throw huge numbers of Goliaths, Siege Tanks, Marines, and even a Battlecruiser right back at you, your force should be powerful enough to make its way north to the beacon, razing everything in its wake. Once you've cleared a path to the beacon, you can walk your SCV right onto it to win the mission. In the off chance that SCV is destroyed, simply send another to pick up the Psi Emitter and proceed.

8. THE BIG PUSH

Prepare for a grueling battle. Fly General Duke's Battlecruiser and your Wraiths from your starting position a short way's to the west to find an ideal location for your base. Land each structure beside the appropriate upgrade and fly in your troops with your Dropships. There are plenty of resources at this base, and you have two Command Centers at which you may collect them, so get to work building SCVs and generating revenue. Begin upgrading infantry and vehicle weapons and watch for enemy strikes. General Duke will be instrumental in dealing with the enemy in this mission—his mighty Norad II Battlecruiser is incredibly powerful. Send it back for repairs after every sortie.

Position Bunkers on high ground on either side of the ramp. Fill them with Marines and station Siege Tanks behind them. Place Missile Turrets beside the Bunkers. Use Vultures to mine the area in front of this choke point and position SCVs in the area to repair anything that takes damage.

General Duke should oversee this choke point and help deal with any enemy strike forces. Meanwhile, position Missile Turrets along the rim of your base to deal with any enemy Wraiths. Build another Factory, an Engineering Bay, and an Armory and begin upgrading your weapons.

Research every available upgrade from your Science Vessel's Covert Ops and train several Ghosts. Place them in Bunkers to protect them. Research Cloaking Field and Apollo Reactor from your Control Tower and build fleets of Wraiths. Hold your position and scout the immediate area with General Duke's flagship, using its Yamato Gun regularly to destroy enemy Missile Turrets. Prioritize the ones southwest of your base. Escort the Norad II with Wraiths to provide support fire. When resources allow, prepare a nuclear bomb at each of your Nuclear Silos.

There is an enemy base to your immediate west, just past your Bunkers. This will be the first to fall. You may either attack it directly with Siege Tanks, Marines, and Goliaths, or use your Ghosts to bring it down with Nuclear Strikes.

Here, General Duke leads a small but deadly strike force that aims to destroy the remains of the Confederate outpost. It is recommended you assemble a similar team.

So long as you eliminate any Missile Turrets in their immediate vicinity, your Ghosts will always succeed in dropping nuclear bombs on the opponent. Make sure and eliminate any Missile Turrets in the enemy base by any means necessary, then clean up with your Ghosts. Watch out for enemy defenses on high ground; Cloaked Wraiths are useful in dealing with these, but the enemy will use a Scanner Sweep to reveal them (you'll see blue sparkles on the screen to indicate a Sweep). When this happens, simply pull them back and attack a new target. Continue using hit and run tactics with your Wraiths until the enemy runs out of energy for his Comsat Stations, at which point you can attack without fear of retaliation.

Once you've razed this base, establish your own and gather the remaining resources there. Build a Comsat Station and use it to identify a small enemy presence to the northwest. It guards a huge patch of resources, but you will not necessarily need to expand to that point. Set up a Bunker, a Missile Turret, and Siege Tanks beside the Vespene Gas geyser to seal off that choke point. Line this new base with Missile Turrets and continue spreading outward, destroying enemy Turrets and using hit-and-run tactics with your Wraiths. You'll eventually find the remaining enemy presence at the northeast corner of the map. Nuclear strikes will prove effective once again as well as using a squad of Siege Tanks.

Send the General and a fleet of Wraiths along to defend your tanks from enemy Battlecruisers and use your Siege Tanks in siege mode to rain death on the base from high ground. Bring SCVs along to conduct repairs. Use the Norad II to crush any Missile Turrets, then eliminate the remainder of the base with nuclear bombs. Use Scanner Sweeps to reveal the remainder of the map and systematically eliminate any remaining enemy structures.

9. NEW GETTYSBURG

It's time to show the Protoss who's in charge. The objective here is to crush the entire Protoss presence in the area. Unfortunately, you must

keep the Zerg at bay to do so. To this end, this mission is more about knowing how to properly defend yourself and spend cautiously than anything else. Your base isn't in the most comfortable position; all around you to the north and west is Zerg territory, and you are not permitted to attack their structures. If any Zerg structures are destroyed, you will fail the mission. The Zerg will assault you from their territory intermittently using everything they've got—including the massive Ultralisks—and to deal with this, you must establish groups of Bunkers, Siege Tanks, and Missile Turrets at every choke point. Don't forget to protect your east side, either—the Protoss will send assaults at you from there. Though you will literally face enemy first from every angle in this mission, if you properly seal off each point from the enemy and keep SCVs nearby to repair when necessary, you can hold your position without much trouble.

A fortified defense, such as this one, is crucial to your success at New Gettysburg.

As you fortify your position, make sure you have plenty of SCVs mining resources. Quickly establish every structure available to you and begin researching Siege Tech, weapons upgrades, and other special abilities.

Build a Science Vessel and research EMP Shockwave, a power that strips Protoss units and structures of their precious shields. For the first time, you have the entire technology tree at your fingertips. Use Scanner Sweeps to scout out the northeast and southeast corners of the map; you will find a large Protoss base at each location. Those are your targets as well. Scout south with your Vultures and identify the mineral patches on low ground and the Vespene Gas geyser on high ground to its east. Once you are confident in your base defense, send a caravan of SCVs, Vultures, Siege Tanks, and Marines to this position to establish another foothold.

Once more, you must work quickly and create defensive emplacements at the choke points to defend against Zerg and Protoss raids. Build a Nuclear Silo at this particular Command Center and begin building fleets of Wraiths as well as a handful of Battlecruisers. Make sure to research Cloaking Field and the Yamato Gun. The Protoss are not equipped to deal with cloaked units in this scenario. Only their Photon Cannons may detect them.

Identify them with Scanner Sweeps and send your Battlecruisers to pick them off with Yamato Gun shots. Once their Photon Cannons are gone, the Protoss are at the mercy of your Wraiths.

Sadly, you cannot stop the Zerg invasion like this one at the conclusion of this mission. What will become of Kerrigan?

Send Ghosts to deliver nuclear strikes to speed things up if you like and assist the carnage with Siege Tanks.

No unit is expendable in this mission—you simply do not have many resources to spend. Send damaged Wraiths and Battlecruisers back for repairs and mount small surgical strikes against the Protoss rather than just rushing them head on. Above all else, be patient and plan your attack carefully and always remember that the Zerg are breathing down your neck all the while. Once every last Protoss structure is eliminated, prepare for a grim surprise—your base will be overrun by an incredible Zerg force. In spite of this, because you eliminated the Protoss base in the area, your mission is accomplished.

10. THE HAMMER FALLS

Victory is a long, punishing battle away. You begin with a humble base in the southeast corner of a huge map. The Ion Cannon, your target, is at the northwest corner on an isolated and heavily defended island. A massive Confederate presence is stationed at the northeast and southwest corners of the map, while the middle of map is neutral, aside from enemy patrols in the area. A good defense is absolutely crucial in this mission, as the enemy will regularly send huge forces of its best units to try and breach your perimeter. And if you aren't careful, he will even strike you with nuclear weapons.

Build up your base as fast as possible—you won't have much time before the enemy mounts an assault. Build every available structure and build Supply Depots regularly. Set up one or more Bunkers on high ground next to each ramp and fill them with Marines. Firebats will serve little purpose in this mission, so at best, you can use the pair you begin with to scout the area. Complement your Bunkers with trios of Siege Tanks.

Set Missile Turrets just in front of your Bunkers; the enemy tends to target these expendable structures first, letting your troops easily eliminate the attackers without taking damage.

You must be ready to defend yourself against massive assaults. Here's how a successful defense is constructed.

Expect ambushes from both the north and south passageways and defend them equally. Send Vultures to mine the area outside your base and replace the mines after every enemy attack—they're very useful here for softening up the Confederate strike forces before they reach your base. Keep several SCVs with your defenses in order for repair and try to have some Goliaths in the area for mobile air defense. Keep a cloak-detecting Science Vessel in the area as well—the Confederates will try and sneak Ghosts into your base and will nuke you if you afford them the opportunity. You may wish to use Ghosts in assisting with defense as well. Their Lockdown ability can take vital enemy units out of the battle.

Use Scanner Sweeps to show the surrounding area. Take a look just a short distance northwest of the middle of the map, and you'll see a wide-open space with additional resources. When your original position is firmly rooted, you must expand there. But beforehand, you'll want to send strike forces of Goliaths, Vultures, and Marines to flush out any enemy

patrols in the immediate area. You'll even find a lone Battlecruiser just looking for trouble, but several Goliaths should make short work of it. You have plenty of resources here, so make sure you are constantly upgrading weapons and armor; you may even wish to build additional Armories so you can work on several upgrades at once.

Behemoth-class Battlecruisers are the key to succeeding in your daring escape. As you can see, more is better.

Once you feel prepared to expand and you know the coast is clear, send a caravan of SCVs escorted by legions of Marines, some Goliaths, and a Science Vessel to the expansion site.

Set up a new Command Center and build two or more Bunkers close by to seal off the north and east exits. Fill the Bunkers with Marines and set up Missile Turrets in the area. If you fail to send Marines and a Science Vessel to this expansion site, you run the risk of being overrun by enemy Ghost agents who will Lockdown your mechanical units and lay waste to your new base all while cloaked. You need Missile Turrets and the Science Vessel to detect them, at which point your Marines can finish them off easily—preferably from within their Bunkers.

Proceed to fortify your fledgling base with Siege Tanks and anything else you have available. Build a Factory and a Starport or two at the new site and line its perimeter with Missile Turrets lest enemy Wraiths break in and wreak havoc. Begin producing Battlecruisers from at least two Starports at once. Produce as many as possible—at least a half dozen. Make sure their weapons, and if possible their armor, is upgraded to maximum. Modify them with the Yamato Gun and Colossus Reactor. At this point, you may either wish to strike the enemy bases to give the vile Arcturus Mengsk a gift to remember you by or go straight for the Ion Cannon. The latter is the simplest choice.

Fly your Battlecruisers to the Ion Cannon's platform and use their Yamato Guns to take out all the Missile Turrets near it. Send along a Science Vessel to assist your Cruisers with Defensive Matrix as well as detect cloaked foes. If you crush the defenses on this island, you may then proceed to destroy the Ion Cannon. However, if you'd like to deliver a real coup de grace, have two Nuclear Silos armed and ready. Then, drop two Ghosts onto the island and have them each target a nuke on the Ion Cannon. It will not survive the blast. Congratulations—you have conquered the Terran campaign.

Nevermind, it's Overmind...

SIX CHAPTER

★★★

Episode II
Zerg Campaign: Overmind

1. AMONG THE RUINS

This mission will teach you about how the Zerg operate and offers you a chance to experience just how powerful they are. The Cerebrate Daggoth with guide you through the first stages of this mission, explaining the function of Zerg Drones and Overlords. He will instruct you to build a Spawning Pool and tell you about how Creep Colonies function. Follow his instructions closely and establish your base, taking care to learn the appearance and purpose of each structure. Build an Extractor over the Vespene Gas geyser and begin mining gas as well, then when you can, build a Hydralisk Den. Evolve Grooved Spines and Muscular Augments for your Hydralisks when resources permit. Simply, The Zerg's ability to produce many warriors simultaneously is their greatest power.

The Cerebrate Zasz will inform you of the presence of a small Terran base to the northeast and order you to destroy it. Take your time so you can get the job done properly. Build an Evolution Chamber and begin evolving upgraded missile attacks. Build more Creep Colonies to expand your territory and morph them into Sunken Colonies or Spore Colonies to get a sense of how those structures operate. Evolve Burrowing from your Hatchery, then send a few Zerglings to scout outside your base. Burrow them at strategic points so they can inform you of any incoming enemies. You will be attacked by a handful of Marines occasionally, but even your Zerglings can deal with them.

Construct another Hatchery within your base, then begin producing Hydralisks. Produce some more Zerglings as well. As soon as you've assembled a dozen and a half or so, use the Attack function and order them east. Give your Zerglings the same command. Your forces will encounter a Terran Barracks, some Missile Turrets, and defending forces consisting primarily of Marines and Goliaths. You should crush them all with limited casualties on your part, if any.

Now move your force north, Hydralisks first and Zerglings bringing up the rear as before, and strike down the Terran installation and thus mark your first victory as a Zerg Cerebrate.

A combination of Zerglings and Hydralisks proves its superiority over to this pitiful Terran encampment. Build a force of similar composition and success is all but assured.

2. EGRESSION

The Overmind has ordered you to transport the young chrysalis to the warp beacon at the southeast corner of this area. A sizeable Protoss force stands between you and your goal. You begin with two Hatcheries, so you can establish your base quickly. Produce plenty of Drones and order them to gather minerals. Build an Extractor over the nearby Vespene Gas geyser and order five Drones to collect resources from it. Keep an eye on your Control level and hatch Overlords as necessary. Build still more Drones and use them to morph into a Hydralisk Den and an Evolution Chamber. Research upgrades from these structures as you see fit and as resources allow.

Here a Drone is used to transport the chrysalis to the beacon. We recommend you employ a similar strategy. Daggoth's elite Hunter Killers will assist.

Upgrade one of your Hatcheries into a Lair; meanwhile, evolve the Burrow ability from the other one. Once your Lair is complete, you may order a Drone to morph into a Spire so you can produce more Mutalisks.

Do so, then build a fleet of the flying creatures and upgrade their weapons and carapaces from the Spire. Build Hydralisks as well and be prepared for Protoss attacks to your position. Your forces should hold them off with little problem. Notice how your units regenerate their hit points if they take damage. Once you have plenty of Hydralisks and Mutalisks, prepare to make your move.

But first, take hold of the chrysalis by ordering a Drone to move to it. The Cerebrate Daggoth will then inform you that his six Hunter Killers protecting the chrysalis will aid you in your task. Hunter Killers are fully twice as powerful as typical Hydralisks. Now send your Hydralisks, Mutalisks, and Hunter Killers east to meet the Protoss defenders head on. Expect to face Protoss Zealots, Dragoons, and the occasional Scout. None will pose much trouble for your huge force. At this point, you may proceed south and destroy the Protoss base. Your forces should destroy it and all its defenders without much trouble.

All the Protoss forces in the area will arrive on the scene to assist in their failing cause, and once the dust settles and your minions emerge victorious, the remainder of the mission will be free from enemy intervention.

Swarms of Hydralisks and Mutalisks will decimate the Protoss resistance in the area. This formation proves to be particularly devistating.

Use your Mutalisks to scout north and east of the ruined Protoss base to identify the path to the beacon, then simply march your Drone to that area to win the mission.

3. THE NEW DOMINION

You mission here is to defend the maturing chrysalis from the Terran forces in the area. To this end, your real task is to lay waste to all the enemy forces that stand against you. The brunt of the Terran enemy lies along the northern and western border of this map, though Terran units are present in clusters throughout the area. Quickly begin gathering resources and building all available structures. Research the appropriate

upgrades for your units and build a second Hatchery within your base when resources permit. The only new unit available in this mission is the Scourge, an air-to-air suicide bomber. Scourge are not useful in this particular mission because what few Wraiths the Terrans will send against you will fall easily to your other forces. Nevertheless, take a moment to hatch a few Scourge to get a sense of how they operate. They are an invaluable unit in many cases.

Station an Overlord and plenty of defensive forces near the chrysalis. Do not let it come to harm. This formation is especially effective.

Be prepared for enemy assaults and keep the chrysalis safe at all costs. Should the chrysalis be destroyed, you will fail the mission. Hydralisks will provide the brunt of your defense, though you may wish to support them with Sunken Colonies.

Meanwhile, send a few Zerglings out and burrow them around the map so you'll know well in advance if the enemy is sending a strike force your way. When you have the opportunity, upgrade to a Lair and build a Spire. You needn't hatch any Mutalisks until you have plenty of resources to spend. As you will see, General Duke's forces are ill equipped to deal with huge flocks of Mutalisks.

A ramp leading to the plateau to the immediate north of your starting position is located a short way to the west. When you've fortified your defenses and amassed several Hydralisks, send them up this ramp to deal with the handful of Terran Marines lying in ambush there. Once you've dealt with the Marines, send a pair of Drones to set up a new Hatchery and Extractor so you can gather the resources in the area. Leave the Hydralisks there to protect your new base in the event of an attack. Once you have plenty of resources (and plenty are available), start hatching Mutalisks in great numbers. Two dozen is a good quantity to aim for.

The Terrans in this area have lots of Siege Tanks that are powerful against your Hydralisks but useless against your Mutalisks. At the same time, the Terran anti-air defense consists of but a few Missile Turrets, Goliaths, and Marines. In flocks, your Mutalisks can crush them all easily. Send your Mutalisks to the west and fly them north, destroying everything in their path. You may assist with Hydralisks if you feel the need. Once most of the Terran base is destroyed, General Edmund Duke will admit defeat and pull back. Victory is yours.

4. AGENT OF THE SWARM

The hatching of the chrysalis is nigh! Your first duty is to defend the chrysalis for ten minutes until it hatches. Your starting position, located on an isolated island to at the northwest corner of the map, is sufficiently well defended from the outset to make this possible. Begin gathering resources and hatching more Drones and Overlords as necessary. Be prepared for Terran Dropships to deploy small packs of units—Marines, Firebats, and the occasional Goliath—against your base. But between your Hydralisks, Zerglings, and Sunken Colonies, these should not be especially problematic. Many attacks will begin from the eastern peninsula of your island, so try and build Sunken Colonies near that position.

You have access to the mighty Zerg Queen in this mission. She makes for an excellent scout and suits many other important functions. Early on, use her Parasite ability against all the slow-moving Terran Dropships and let them safely return to their base. Parasite lets you see through the eyes of the afflicted unit. If you use Parasite against all the Dropships the enemy sends at you, you will always see them coming well in advance. Soon enough, when the Dropships return from whence they came, you will see what you're up against—the entire border of the map is teeming with Terrans. Hold position and build all available structures as resources permit, then get to upgrading your Hydralisks.

Daggoth will become excited when the chrysalis is about to hatch. You will understand why when it finally does—it contains the Infested Sarah Kerrigan, the Zerg Overmind's secret weapon. After Kerrigan's exchange with Jim Raynor, your mission objective will be redefined. You must now destroy or infest Raynor's Command Center, located near the northeast corner of the map. To do so, you'll want to expand to the island in the middle of the map. One of the Terran Dropships hosting a Parasite should have passed over it by this time.

To get there, you must evolve a few upgrades for your Overlords. But first, note the minerals along the northern edge of your base. You should have enough resources by now, so build an additional Hatchery near there such that you can easily gather the northern minerals while building more defensive forces. Upgrade your original Hatchery to a Lair and then research the Overlord upgrades each in turn—Pneumatized Carapace to speed them up, Ventral Sacs for transport capability, then Antennae to enhance sight radius. When resources permit, build a Queen's Nest and a Spire. Research all the Queen abilities and start upgrading your Mutalisks' weapons.

Once your Overlords are enhanced with speed and transporting capability, deliver Kerrigan, several Hydralisks, several Drones, a Queen or two, and ideally an escort of Mutalisks to the central island. Construct a new Hatchery and Extractor there, and use Kerrigan and the other forces you sent along to defend.

This is one of your only opportunities to see Infested Terrans in action. Here's how to use them to take Raynor's Command Center down with style.

Start gathering resources at this location and set up Spore Colonies along the perimeter of the island to defend against Dropships and Wraiths. Once you have plenty of minerals and Vespene Gas in reserve, build a flock of Mutalisks.

An even dozen should be sufficient. Use them to mount a preemptive attack against the eastern island and destroy one of the Missile Turrets guarding the perimeter to create an opening for your transports.

Pack a dozen Hydralisks between three Overlords and fly them east to the Terran base. Deploy the Hydralisks along the perimeter while keeping watch over them with your Mutalisks and a Queen. Use the Queen's Ensare ability to slow your enemies and her Spawn Broodlings power to instantly kill Siege Tanks and Goliaths. Send the Hydralisks to eliminate the Missile Turrets protecting Raynor's Command Center as well as all the enemy units in the area and use your Mutalisks to assist. There is another Command Center to the immediate northwest of Raynor's, and if you like, you can reduce it to 50 percent health or less and then infest it with your Queen. Now you can produce Infested Terrans whose suicide explosions deal terrific damage. But your objective is to eliminate or infest Raynor's

Command Center, and between a dozen Hydralisks and a dozen Mutalisks, this will prove no problem.

5. THE AMERIGO

Your mission here is to lead Kerrigan to the Supercomputer at the heart of the Amerigo Science Vessel. Your force consists of Kerrigan, six Zerglings, and two of Daggoth's Hunter Killer Hydralisks, all fully upgraded. You begin in the northeast corner and must make your way to the southwest by navigating the Amerigo and its defenses. Because of the uncanny Zerg ability to regenerate, this mission should not be problematic if you take your time. Let your units recover between skirmishes and try not to let any perish, especially the Hunter Killers. Should Kerrigan fall in battle, you will fail the mission.

Advance your forces south. At the end of this hallway, wall defenses and a lone Ghost will stand between you and a stairway leading west. Your Hunter Killers should dispatch them easily. Proceed up the stairs and west.

As this shot demonstrates, you can use Infested Kerrigan's Personal Cloaking to deal invisible death to your enemies.

Stop just as you see a doorway. Cloak Kerrigan and open the door to reveal several Marines, who will promptly die never knowing what hit them. Just past the Marines is a security camera beacon that reveals the location of the Supercomputer to you. After you trigger the beacon, proceed south past a room with civilians. You will see a downward staircase at the end of the hall. Cloak Kerrigan and use her to destroy the Vulture Hoverbike waiting below. Proceed with the rest of your forces and make your way east, being very careful to stay along the north edge of the hall; Marines and Ghosts lie in ambush on high ground to the south and may seriously injure your troops if you stray too far south. Move along this hallway single file if you must.

At the end of this hall past a doorway, you will encounter a half dozen Goliaths. Cloak Kerrigan and crush them. Remain cloaked and head past another door all the way east. You'll encounter several Marines who won't even see you as you slay them. Walk up the stairway to the south and kill the Ghost there in much the same fashion. Uncloak. Move in with your other forces and proceed south down the hallway. Be careful—several defensive emplacements will pop up and open fire. Still, your forces should deal with them without taking losses.

Continue east at the end of a hallway past a door. You'll see critters penned up on lower ground. Just past them, you'll witness Marines shooting trapped Zerglings like ducks in a barrel. Save your brethren from the cruel, insipid Terran scum. Just a bit further to the east is a beacon that will unlock the cell doors, thus adding around a half dozen Zerglings to your squad. Move the Zerglings out of their pen and up the stairs and be prepared to use them against more pop-up defenses.

The hallway continues south, then west. A huge squad of Marines lies in ambush there. Nearby cloak-detecting pop-up defenses mean that Kerrigan cannot simply assassinate them one by one. Instead, use her Ensare ability to slow all the attackers, then attack in force with your Zerglings and Hunter Killers. Follow the hallway west down a flight of stairs. Note the locked door; you'll return to it in due time.

Cloak Kerrigan and proceed west alone, killing a sizeable force of Firebats without any fear of their retaliation. Uncloak and unite your force, then proceed to a room to the north. You'll be ambushed by a huge pack of Marines.

A squad of Ghosts protects the Supercomputer. Use a simlar fomation to ensare them. Then use Kerrigan and your Hunter Killers to finish them off.

Kill the few on low ground, Ensare the rest, and rush up the stairs to kill them and the pop-up defenses. When the carnage is over, trigger both beacons. The left one will reveal a teleporter, and the right one will unlock all doors in the installation. Return now to the previously locked door.

South past the doorway and up the stairs lies a pack of Firebats and a pop-up missile trap waiting to do you in. Use Kerrigan and your Hunter Killers to eliminate the lot. Proceed onward and note the teleporter. Cloak Kerrigan and step onto it alone. To the north of her new position are the Marines and Ghosts who shot at you earlier from above. Now is your chance to show them the real meaning of a cheap shot. Kill them one by one without fear of retaliation. Send the rest of your forces through and move south down a flight of stairs, taking a moment to kill the Marines protecting it first.

Proceed east with Kerrigan, still cloaked. Look to the north where you see several grinding gears, and you'll find a pack of Marines and a Ghost, each of whom you can kill without being detected. The path continues south, where you can use cloaked Kerrigan to kill two more Marines. Now uncloak and bring in the rest of your forces. Five Ghosts and two missile floor traps await at the top of the stairs. Ensnare the Ghosts, then charge with everything you've got. Once that threat is abated, walk Kerrigan a bit further west to find the Supercomputer. Step on the beacon and your mission is accomplished.

6. THE DARK TEMPLAR

This is a rather straightforward mission, where the objective is quite simply to eliminate every last Protoss structure on the map. Your starting position is in the northwest corner on an elevated platform with two ramps leading downward. Expect the enemy to attack you with Zealots, Dragoons, and Reavers by means of these ramps. The brunt of the enemy presence exists on the opposite corner of the map and all along the southern and eastern edge. Take note of Kerrigan's new Psionic Storm ability—this powerful area effect spell devastates all units caught within the field.

You know the drill—start mining and building up your base. The new unit you have access to this time is the Guardian, a remarkably powerful long-range bomber. Guardians are slow and can only attack land targets, but in great numbers, they are unstoppable. You'll have a chance to put them to good use soon enough. Before you can produce Guardians, you must change your Hatchery to a Lair then to a Hive, at which point you can upgrade to a Greater Spire. Then your Mutalisks can morph into Guardians.

This is a good way to effectively use Spore Colonies to protect your expansion bases. More, in this case, is better. Also, use the Queen's Parasite against incoming Protoss Shuttles.

As you collect resources, research the appropriate upgrades and use Hydralisks as your primary base defense. Evolve Burrow, then send Zerglings out into the field and dig them in so you'll know when an enemy strike force is en route.

Be especially careful of Protoss Reavers. A single Reaver shot can kill several of your Hydralisks, so if you see the slow things slithering your way, send your Guardians and Mutalisks against them to destroy them from the sky before they can come close. Be wary of fast-moving Protoss Shuttles that will drop handfuls of troops into your base every now and then. Construct a Queen's Nest as soon as possible and use your Queen's Parasite ability on the Shuttles so you can take a good look at the enemy base. Suffice to say, by the conclusion of the mission you will come to appreciate the power of the Guardian.

There are plateaus to your east and south where you can set up expansion bases. Both plateaus are inaccessible to ground units, so protecting them with Spore Colonies and some Hydralisks will suit you just fine. The southern plateau is defended by a pack of Zealots and

Dragoons that your Guardians and Mutalisks should take care of, but the plateau to the west is undefended, making it a more suitable first expansion site. As soon as your Overlords are enhanced with Pneumatized Carapace and Ventral Sacs, have them transport Drones and Hydralisks to the new site. Send a Queen along for good measure. Set up the expansion and fortify it. These two bases should be sufficient for letting you gather enough resources to crush the Protoss in the area, but don't hesitate to expand to the southern plateau as well if you want to make your victory all the more certain.

By now, you should have a Hive and a Greater Spire. Continue upgrading your flier weapons through to maximum level and start producing Mutalisks, and from them, Guardians. Keep some Mutalisks around; you'll face the occasional Protoss Scout that your Guardians cannot handle. Once you've amassed a dozen Guardians or more, send them forth on a long road to mass destruction, starting from either the southwest or northeast.

By now, the foolish Protoss Shuttles hosting your Queen's Parasites should have revealed most of their territory, so you'll know where to strike first. Provided they are fully upgraded, your Guardians will have nothing to fear. Protoss Dragoons can squeeze off one shot at most before being killed under their relentless onslaught of toxic spores, and Guardians can destroy Protoss Photon Cannon defenses from out of their range. Use Mutalisks to deal with any Scouts and proceed to eradicate everything that stands in your way to score another glorious victory for the Overmind. You needn't use ground forces at all in this mission, except for base defense.

7. THE CULLING

The wise Cerebrate Zasz fell victim to the mysterious power of the Dark Templar, and now his brood has gone insane, having been cut off from his control. Your duty here is to eliminate the entire enemy Zerg presence on

this map, and doing so will prove no simple feat. The brunt of the Garm brood exists alongside the northern border of the map, though enemy Zerg presence exists on a plateau to your immediate west and northeast as well. The center of the map is mostly inaccessible, though you may wish to hunt enemy Overlords there. Begin your assault by ordering your Hydralisks and Mutalisks to attack the area north of your starting position. They will make short work of the few defenders protecting the base, and proceed to raze the base itself. Send in your Drones to set up your own headquarters in its place.

You need to build your entire base from scratch. Do so by rapidly producing Drones to gather resources, establishing key structures like the Spawning Pool, Hydralisk Den, and Evolution Chamber, and producing enough units to defend your fledgling base against preemptive enemy strikes. Research Burrow when you can and burrow Zerglings to the east and west of your base to inform you of incoming enemy attackers. Focus on upgrading your Hydralisks; they are crucial in fending off the enemy throughout this mission. When time and resources permit, upgrade to a Lair and build your Queen's Nest and start evolving the Queen's various abilities, all of which will come in handy as usual.

Use her Parasite against enemy Overlords transporting units to your base. You may build a Defiler Mound for the first time in this mission, but you can do without them. Still, you'd be wise to hatch a few Defilers if only so you can experience their incredible abilities directly.

The enemy attacks will continue. Expect Zerglings, Hydralisks, and even Ultralisks regularly from the east. You can defend against those with Hydralisks and Sunken Colonies. Remember that your Queen's Spawn Broodlings ability kills the powerful Ultralisks instantly. Meanwhile, Zerglings and Hydralisks will invade from the west. Though most of your defenders should protect your east side, make sure and have some Hydralisks keep watch over the west. Proceed to build up your base while holding the enemy back. Build another Hatchery within your base so you can hatch more units at a time and upgrade your original Hatchery through to a Hive.

You must strike the western Garm Brood base as soon as you feel prepared. First make certain your Hydralisks are upgraded with Muscular Augments and Grooved Spines, and your Zerglings are upgraded with Metabolic Boost and Adrenal Glands.

Your first order of business is to claim this site as your own. This is a fine unit composition and formation to accomplish that task.

Try and have their attack and armor levels upgraded to some extent as well. Except a difficult fight—a dozen Hydralisks alone aren't going to win the day. You must send legions of Hydralisks backed by Zerglings. Bring an Overlord along to detect burrowed enemy Zerg units. Queens and Defilers will prove helpful as well. Remember that the more forces you send to attack, the fewer you're going to lose in the end. Yet be quick about preparing your assault on this position, as the longer you take, the less Vespene Gas will remain for you to harvest there after the base is destroyed.

Press your force up past the plateau so as not to seal off most of your units while only a few can attack. Expect heavy casualties, but if you can successfully bring a large force up onto the plateau, you should eliminate the enemy presence there. Promptly construct an expansion base at this site. Once again, you will find the Guardians prove themselves to be invaluable.

Enemy Overlords will drop strike forces along the north edge of the plateau. Station several Hydralisks there to fend them off before they can deploy their cargo and keep a Queen in the area to stick the enemy Overlords with Parasites. Your next order of business is to strike the plateau north of your new base. There is a small enemy presence there as well as a fresh Vespene Gas geyser that you're going to need. By now, you should have access to Mutalisks and Guardians, so use these in combination to claim the island. Transport Drones and Hydralisks there, then set up still another Hatchery so you can harvest more Vespene Gas. Do not expect Garm Brood to let you hold that island easily; Overlords will airdrop enemies onto your position regularly, and Mutalisks will harass you as well. Set up strategic Spore Colonies and Sunken Colonies to help your defense.

When you run out of resources at your original base, send those Drones to mine at your second location to the west. Reinforce your original position. Make certain you've upgraded melee and ranged weapons are far as possible. Have several fully upgraded Queens supporting your Hydralisks. Build Spore Colonies along the north edge of the base to thwart Mutalisks and Overlords. Now is the time to strike at Garm Brood directly. Produce some Mutalisks and Guardians and still more Hydralisks. Make around a dozen or more Zerglings for good measure.

Use a force of Hydralisks, Zerglings, Guardians, and Mutalisks to follow the path east and north to eliminate the enemy presence there. Send a Queen or two along and use Spawn Broodlings against any Ultralisks you may encounter. Advance your force onward around the perimeter of Garm Brood's main presence, destroying all in your path. Remember to keep your Zerglings at the rear until the enemy has engaged your Hydralisks. Let the Hydralisks take the brunt of the damage. Zerglings are easily killed, but deal lots of damage if left unattended. Send reinforcements of Hydralisks and Zerglings if necessary and use your Guardians to help eliminate any stragglers. If you can properly manage these forces at once and use them to defend one another, Garm Brood will fall, and victory will yet again be yours.

8. Eye for an Eye

This mission represents a challenging exercise in simultaneous management. You begin with three Hatcheries on high ground in the northeast, northwest, and southeast corners of the map. The northeast Hatchery will be the site of your primary base, while the other two exist only to let you produce more forces quickly. There is a beacon a short distance away from each Hatchery watched over by a cloak-detecting Overlord and a small garrison of your forces. The enemy Dark Templar, who are cloaked, will intermittently try and break through your defenses at these three beacons so they can escape. If a Dark Templar successfully reaches one of these three beacons, your mission is a failure. Never move your Overlords from the beacons, lest the Dark Templar walk through undetected. The Cerebrate Daggoth will warn you of this danger if you move your Overlord out of position.

Your ultimate goal here is to destroy the entire enemy presence on the map, the brunt of which is concentrated in the southwest corner. Secondary Protoss encampments exist toward the center of the map along the east and west borders. Use your Nydus Canals to send reinforcements to help slay any Dark Templar that attempts to flee.

You start with a pair of the incredibly strong Ultralisks at your beck and call. Send them through the right Nydus Canal to instantly transport them to your southeast base and order them to stand alongside your defensive forces there. Most Dark Templar and enemy attackers will strike the southeast spot, so you must reinforce it quickly. Meanwhile, move Infested Kerrigan to the edge of your base's plateau so she can see any incoming dangers approaching that position.

Build up your base. For the first time, the entire technology tree is available to you, meaning every Zerg unit will be under your control. Quickly set up a Spawning Pool, a Hydralisk Den, and an Evolution Chamber, and start upgrading your basic forces immediately. Evolve

Burrow and send out Zergling scouts to points all around your bases so you can see an enemy force on its way ahead of time. Reinforce all three beacons with trios of Hydralisks when you can. Be ready for attacks against all three beacons and quickly send reinforcements through your Nydus Canals should any of your defending forces be killed in action.

Keep in mind that the Protoss will concentrate on attacking your forces at the beacons in this mission, rather than attacking your base directly. Thus, your multiple Hatcheries won't be bothered much, so don't waste minerals building a lot of Spore and Sunken Colonies. Strive instead to have six or more Hydralisks defending each Hatchery and be prepared to send reinforcements if necessary.

Make sure you have the maximum number of Drones gathering minerals and Vespene Gas; you need a big cashflow to support your fight at three different positions.

Armies of Ultralisks in conjunction with Guardians are utterly unstoppable. Use them in similar formation to expedite the inevitable.

As you gather more troops and the immediate danger of the Dark Templar escaping subsides, upgrade your main Hatchery to a Lair and then to a Hive after building a Queen's Nest. Prepare to create another

expansion base. Gather nine or ten Hydralisks together and send them to your northwest base. Just a bit further east of that hatchery is a mineral patch and a Vespene Gas geyser, but it's protected by a couple of Protoss Scouts, a Dragoon, and a Photon Cannon. Provided you've upgraded your Hydralisks, they should take this defensive force down easily. Send Drones to produce a Hatchery and an Extractor there, and when the structures are ready, begin gathering more resources. If you haven't done so already, build an Ultralisk Cavern, upgrade it to a Greater Spire, and continue upgrading weapons and armor.

It's time to build another expansion base. Send around ten Hydralisks to your southeast base. There is a plateau just north of that position with a fresh Vespene Gas geyser and plenty of minerals. A Photon Cannon and a couple of Scouts are its sole defenders. Walk your Hydralisks down the ramp from that Hatchery, proceed north a bit, then up the ramp to the plateau in question. You will dispatch the Scouts easily. Send in Drones to set up still another Hatchery and Extractor and get gathering.

By now, you should have more than enough resources to utterly devastate the Protoss in the area. How you choose to do so is up to you. A Guardian and Mutalisk combination is perfectly effective, just as Hydralisks and Ultralisks work great in tandem. All four types at once are even better. You may even wish to send Kerrigan along for the ride and give the Protoss a taste of their own medicine with Kerrigan's Psionic Storm.

Eliminating the Protoss presence will prove more difficult than before, even with such a strong army at your disposal. Protoss Reavers can kill several Hydralisks in a single shot and can severely injure your Ultralisks as well. But worst of all are the Protoss High Templar, whose Psionic Storms can devastate your grouped units. Proceed cautiously, killing targets of opportunity first and foremost. When every last Protoss structure in the area is destroyed, you will have succeeded.

9. The Invasion of Aiur

The time has come to hit the Protoss where it hurts the most: their precious homeworld Aiur. Your task is to deliver but a single Drone to the Khaydarin Crystal formation toward the south edge of the huge map so that it may collect the genetic data the Overmind requires to assimilate the Protoss race. It goes without saying that you can expect fierce resistance here. Specifically, you'll face three different Protoss tribes all working together to stop you from achieving your goal. A fairly weak teal-colored tribe defends the top portion of the map. A much stronger yellow-colored tribe holds the center along either side. And an extremely powerful orange tribe defends the southern border. You begin in the northwest corner of the map with a fairly stripped down base, but plenty of resources to get it started quickly.

Unfortunately, there are no obvious choke points to defend. While a plateau further south isolates you from your Protoss foes directly, the yellow tribe will use Shuttles to deploy forces in the forest to your south, at which point those forces are free to attack your base from any angle. Teal will attack you directly from the east.

Speed upgraded Zerglings and Hydralisks will prove invaluable in defending your position, but you must be very cautious of Protoss Reavers who can decimate most of your garrison in a single good shot. Since your headquarters is so vulnerable, good reconnaissance is critical. Evolve Burrow early on and send droves of Zerglings to every area south and east of your base. Plant them there so you know what you'll be up against well in advance. Support your ground defenders with Mutalisks, and if you see Reavers moving in to attack, send your Mutalisks to take them out before they can even get close.

Build up your base cautiously. Line its perimeter with Sunken Colonies and the occasional Spore Colony. Try and hatch a Queen as soon as you can and use her to hit the Protoss Shuttles with her Parasite. Don't be too

intimidated when you realize just how huge a force you're up against—remember, you only must bring a Drone to the crystal formation. Evolve your favorite upgrades and create a force of Hydralisks and support units like Zerglings and Mutalisks. While your starting position offers plenty of resources to set up a strong base, you must expand before you have enough currency to fight your way to the Khaydarin Crystal.

The closest fresh resource patch is far to the east, past a small garrison of teal Protoss consisting mostly of Zealots and Dragoons as well as Photon Cannons and even a Reaver or two. Scout the enemy first with your Zerglings, then send your attack force and show the Protoss what you're made of. Remember that this is merely the front line of the Protoss defense—you'll face a more capable foe soon enough. But for the meantime, after you defeat the enemy toward the top center of the map, proceed east to find the resource patch you've been looking for. It's not the most ideal location and doesn't leave you much room for defenses, but at least it's along a coastline so that the enemy may only attack you from one direction. Send Drones and set up another Hatchery. Make sure you have plenty of defending units at the new site, but don't neglect your original base. Burrow Zerglings near your new location to spot incoming attackers.

Another resource patch is located just southeast over the water of your new position. Send a Queen to scout it out, and when you're ready, send Mutalisks and a few Overlords carrying Drones and Hydralisks and set up at that point as well. Once you have bases set up at these two expansion sites, you should have all the resources you need to complete your task. This is fortunate, because you will have a very hard time defending any other resource patches you should come across. If you have yet to eliminate the teal Protoss presence toward the top center of the map, now is the time to do so. Hydralisks, Zerglings, and Mutalisks will be sufficient, but if you can muster Guardians and Ultralisks, all the better. Remember to upgrade weapons and armor continuously; you should have maximized your weapons and armor upgrades by the conclusion of this mission.

Use a similar formation to defend the crystal formation with Mutalisks and Guardians. Then claim the crystal with a Drone and return it to your headquarters.

Build a fleet of Guardians and a fleet of Mutalisks if you haven't already. Trail a Drone or two behind them. You are now ready to storm the Khaydarin Crystal formation.

Press your attack from the top center of the map to the south, being especially careful of High Templar and their Psionic Storms. If your Drone is endangered, remember that you can burrow it underground until the coast is clear. Use a Queen to scout just ahead of your Guardians and Mutalisks and Ensnare or kill any High Templar with Spawn Broodlings. You will eventually reach the Khaydarin Crystal formation. Position a Drone on top of the nearby beacon and pull your flying forces back.

Your task is not yet complete. A ten-minute timer will count down as a Khaydarin Crystal is extracted from the formation. You must hold position for that time. Unfortunately, doing so will be more difficult than it was earlier in the mission because the orange Protoss tribe will now attack you in earnest. It will throw everything including Carriers and Arbiters your way. Use Scourge against this powerful fleet, Mutalisks and Guardians against the Reavers, and Hydralisks and Ultralisks against the

ground forces. Double and redouble your base defenses (you'll have enough revenue to do so) and make sure you have plenty of Zerglings burrowed on the field so you know what to expect. You may wish to launch a counterstrike against either the yellow or orange Protoss with Guardians and Mutalisks, but doing so is not necessary.

Once the ten minutes are up, your Drone will emerge from the Protoss beacon with a bite-size Khaydarin Crystal. Your new and final objective is to return that crystal to the beacon at your original base. That Drone will probably be killed, as the orange Protoss tribe will have fortified its defenses. Mount an assault with Guardians and Mutalisks just like before, but watch out for enemy Arbiters that may encase your forces in a Stasis Field. Hold position at the crystal formation, have a Drone pick up the crystal fragment, and escort it safely back to base or fly it back in the relative safety of an Overlord. In spite of overwhelming enemy odds, you have succeeded.

10. FULL CIRCLE

The time has come for the Zerg to deliver a critical blow to their Protoss enemies. Your objective in the final mission of the Zerg campaign is to smash the ancient Protoss temple far north of your starting position. If anything, your task here is perfectly clear cut. If you've made it this far, you'll have acquired the necessary skills to succeed. Knowing how best to defend your position, how to launch a full-scale attack, the power of the Guardian and the Queen, and how best to gather reconnaissance are all crucial to your success here. Fortunately, resources are plentiful in this area. As long as you can fend off your Protoss foes little by little, you can advance.

Once again, you face three separate Protoss tribes. The teal Protoss who proved a nuisance in the previous mission flank your starting position at the southern border of the map. Their territory lies along narrow plateaus along the east and west edges of the map, very close to your

headquarters, and the only ground entrance to those areas lie a far distance north of your base. A river separates the southern third of the map from the rest, choking off your area with only two narrow land bridges that are easily defended. The powerful yellow Protoss from the previous mission take residence just north of the center of the map, defending their revered temple with everything they have, including Archons and Carriers. A maze-like formation of walls makes this area far more navigable to flying forces. Finally, a red Protoss force lies all along the northern edge of the map, but it won't pose much trouble if you stay out of its territory.

Since you have plenty of resources to begin with, set up your base quickly. Make it your first order of business to set up an additional Hatchery just west of the one you start with so you can build more units at a time. You'll find more minerals to mine just further west, so as time permits, build plenty of Drones to generate a huge cashflow. The one Vespene Gas geyser in the area is inconveniently stationed just northwest of your Hatchery. You needn't build an Extractor right away since you begin with plenty of gas in reserve, but when you get around to it, make sure the site is defended with Sunken Colonies.

Extend the edges of your territory with Creep Colonies and convert those to Sunken and Spore colonies as necessary to fend off Protoss Dragoons and Scouts. Rush up the technology tree and evolve upgrades for your Zerglings and Hydralisks. Mutate to a Lair, build a Queen's nest, then when you can, mutate to a Hive. Use Queens to latch Parasites onto any enemy Shuttles you find. Send Zerglings all over the place and dig them in so you know when an enemy force is on its way. Defend yourself with Hydralisks and Sunken Colonies primarily and make a few Mutalisks to help deal with Reavers. Keep an eye on your Vespene Gas reserves—you don't have too much to work with.

Upgrade to a Greater Spire and keep upgrading air and ground weapons. Produce at least a half dozen Guardians. The time has come to eradicate the teal Protoss presence entirely. The sooner you can wipe it

out, the more resources will be left behind for you to claim. Decide whether you want to crush the left or the right side of the teal force first. Locate the ramp leading up to the plateau and mount your attack there. Use Guardians escorted by Mutalisks and a Queen to take out Protoss Photon Cannons and any defending forces. Once the area near the ramp is clear, send packs of Hydralisks up to the plateau to assist your Guardians. Guardians are not expendable at this point, so if any take serious damage, fly them back to base and let them regenerate. Work your way across the length of the plateau and leave nothing alive. Once the enemy is cleared from one side of the map, repeat the process on the other. Once the teal tribe is eliminated, the bottom third of the map is yours, and you can breathe easy. It's a very long trip before any of the other defending Protoss tribes can reach you now.

Shame the Protoss by shattering the very symbol of their heritage. As the screenshot demonstrates, Guardians facilitate this act of insult and injury.

It is time to expand. A large mineral patch is just north of the western plateau as well as a fresh Vespene Gas geyser north of the eastern plateau. Send in drones and set up Hatcheries at these locations at your convenience, prioritizing the Vespene Gas site first.

If you like, you may wish to claim the territory previously owned by the teal tribe, but if most of those resources have been expended, you shouldn't waste your time. As your new bases grow and prosper, scout with your Queen. North of each new Hatchery just past the river along the east and west borders of the map are plateaus containing both minerals and Vespene Gas geysers.

When you feel ready, send Overlords containing Drones and Hydralisks to claim those locations. Know that you have ventured into the domain of the yellow Protoss tribe, so be on the lookout. Burrow Zerglings around the area, but be careful not to attract unwanted attention. Since your new bases are mostly inaccessible to ground units, set up plenty of Spore Colonies as air defense. A Queen at each site as well as plenty of Hydralisks and Nydus Canals leading to your main base will let you sustain all four expansion sites effectively.

Build a fleet of Guardians and a fleet of Mutalisks. Make sure their weapons are fully upgraded, and their armor is upgraded as much as possible. Send them forth along with a Queen on the road to victory as it were. Though yellow Protoss will put up quite a fight, Dragoons and even Archons will prove no match for your Guardians, while your Mutalisks can deal with Scouts and Carriers. Use your Guardians to take out enemy Photon Cannons from out of their range and press north until you reach the hallowed temple. Smash it.

Your task is not yet complete; a Drone carrying the Khaydarin Crystal will appear at your original base. You now must transport it to the beacon near the remains of the Protoss temple. Keep your Guardians and Mutalisks in position to deal with any remaining enemies; meanwhile place the Drone in an Overlord and fly it to the destination. Provide an escort fleet of Mutalisks if necessary. If you've been thorough about covering your territory, the Overlord should make its trip without happening on even a single enemy unit. Deploy the Drone near the temple and order it onto the beacon. Thus have you served the will of the Overmind and succeeded in completing the Zerg campaign.

SEVEN CHAPTER

★★★

Episode III
Protoss Campaign: The Fall

Can the headstrong Protoss set aside their traditional caste system and unite as a people against a deadly foe? Only a brilliant commander will succeed in this ultimate task.

1. FIRST STRIKE

You begin this mission in control of six Zealots and two Dragoons. Your task is to locate Praetor Fenix and his garrison, then proceed to crush the Zerg presence in the area. Select all your troops and order them down the ramp, then north along the coastline. You'll find a few Zerglings and Hydralisks along the way. Watch as your force slays them easily. Move your damaged Zealots to the rear so their shields may regenerate while the front ranks take the heat in the next encounter. Proceed across a bridge leading northwest, then head south. Some Zerglings and Hydralisks later, you'll encounter the Praetor guarding the gates of his damaged headquarters along with three Dragoons. Praetor Fenix is a speed-upgraded Zealot who is around three times as strong as the average Protoss warrior. You'll use him to lead your forces into battle shortly. You must restore this Protoss base back to working condition before you can take revenge on the Zerg.

Queue up two Probes from your Nexus and begin researching a ground weapons upgrade from your Forge. Use your second Probe to construct a Pylon near your Gateway that is currently unpowered. Remember that a Probe may leave a construction site once the warp rift is generated. Once that Pylon warps in, build more Probes until you have plenty gathering minerals and Vespene Gas. You will face an occasional ambush from Hydralisks, Zerglings, and Mutalisks, but your forces should fend them off without much trouble.

You may wish to build a Cybernetics Core so you can upgrade your Dragoons with the increased range provided by the Singularity Charge

enhancement. The Cybernetics Core also lets you build Photon Cannon defenses that tend to be more expensive than they are worth. Nonetheless, build a few near the front entrance of your base and near your Probe supply line just to be safe. Build another Gateway, then begin producing Zealots. You'll want eleven Zealots plus Praetor Fenix together with six Dragoons to assault the enemy Zerg base. If you need more resources, you can find them near the northeast corner of the map protected by a few Mutalisks.

Witness the power of the Protoss Zealots led by Praetor Fenix as they begin the long road to recovering their homeworld.

Once your force is assembled, march them forth into battle. Group your Zealots and Dragoons separately, and keep your Zealots in front so your Dragoons may provide support fire. The Zerg base lies on a plateau on the northwest edge of the map.

Two ramps lead up to it, either of which is fair game. Charge your Zealots up the ramp by issuing an attack command with A, and once they deal with the Hydralisks and Zerglings guarding the entrance, send the Dragoons up as well. Now issue an attack function into the heart of the enemy base for

both your Zealots and Dragoons. They'll do the work from there by attacking the closest enemy threat as they press forward. Your troops will quickly overwhelm the opposition and destroy the enemy base, and if managed properly, they will have sustained no casualties. Mission accomplished.

2. INTO THE FLAMES

Your mission here is to kill a Zerg Cerebrate. Praetor Fenix and his strike force will arrive 15 minutes after the mission begins, and you will use them to complete the operation. You near the northwest corner of the map on high ground. Quickly begin harvesting resources, producing more Probes, and bolstering your position. Set up a Gateway, more Pylons as necessary, an Assimilator, a Forge, and a Cybernetics Core. Keep gathering resources, upgrade your weapons, and research the Singularity Charge for your Dragoons.

Set up another Gateway, then build Zealots and Dragoons as necessary. Set up a Shield Battery and a Photon Cannon or two near your Probes.

For obvious reasons shown here, keep an eye on your Reavers and make sure they're fully loaded with Scarabs at all times.

Expect half-hearted Zerg attacks against your position. Many strikes will come from the north, so make sure you spread your defenses out sufficiently. Your Zealots can easily take down Zerglings and Hydralisks, while your Dragoons can deal with Mutalisks well enough. You will run rather short on minerals, so if you wish to set up an expansion base, you can find more resources on a plateau south of your base.

Rather than attack the Zerg position, sit back and wait for Fenix to arrive. Once the timer runs out, Fenix will appear at the opposite end of the map with a powerful strike force composed of three Reavers, several Dragoons, and several Zealots. It is time to strike the Cerebrate. While Fenix's force is powerful enough to take down the Cerebrate alone, you may wish to deploy your own garrison to help. Select your forces and issue an attack order in the direction of Fenix's troop. They will fight their way across the map, destroying Sunken Colonies and any enemy defenders that stand in their way. Your target, the Cerebrate, lies south of Fenix's starting position beyond a Zerg base.

At the same time, order Fenix's warriors down the ramp. Burrowed Zerg will emerge from the ground and attack, but Fenix and his Zealots will deal with them. Meanwhile, use your Dragoons to take down any Mutalisks in the area, especially ones harassing your Zealots and Reavers who cannot fire back at their flying foes. Proceed south slowly, leading with your Reavers. Use Reavers to destroy Sunken Colonies from out of their range and remember to keep producing more Scarabs for them to use. Use your Zealots and Dragoons to protect your Reavers from Zerglings, Hydralisks, and Mutalisks.

At around this time, your own strike force should make its way into the enemy base. Use your combined forces to destroy what remains of it. Just further south, beyond the remnants of the Zerg base, is the Cerebrate you seek. Three Sunken Colonies bar the way to it, but those are easily dispatched with your Reavers. Proceed onward and use your remaining forces to deal swift death to the Zerg Cerebrate and thus succeed in your mission.

3. Higher Ground

A fierce battle lies ahead. Your task is to eliminate all traces of Zerg from the area. You will have Scouts at your disposal to assist in this difficult fight, but Zealots will once again prove to be your more useful combat unit. You begin on high ground in the southeast corner of the map. A large Zerg presence lies on low ground to your north. This force is protected by a great many Spore Colonies and Scourge, making it extremely dangerous for your scouts. Another Zerg presence lies in a crater near the east border of the map. This enemy base is quite the opposite and has next to nothing in the way of anti-air defense, though plenty of Sunken Colonies protect it from ground forces.

As shown here, a well-defended Protoss base uses overlapping Pylons to power Photon Cannons and Shield Batteries in conjunction with Zealots and Dragoons.

While your starting base leaves plenty to be desired, you are granted a sizeable force of Zealots, Dragoons, and Scouts to protect your position until you can establish yourself.

Prepare to use them right away; Zerglings will charge you and start making trouble. Do not panic! Quickly eliminate the threat, then concentrate on expanding your base. Build more Probes and Pylons as necessary and set up you Gateway, Forge, and Cybernetics Core when you have a chance. Build a Shield Battery as soon as your Gateway is finished so you can preserve your defenders. Set up Photon Cannons near your Probes and Shield Batteries. Set up an Assimilator and begin upgrading your ground and air weapons. Build a Citadel of Adun, and as soon as it's ready, research Leg Enhancements. Your Zealots will be far more effective after this upgrade. When resources aren't tight, build a Stargate.

Once your base is fully developed, you'll want to expand. Plenty more resources lie on the far west corner of the map, directly across from your position.

As you can see, this Zerg base is equipped to fend off flying enemies. However, it cannot hold up against an army of Zealots.

Send an expeditionary force of Zealots and Dragoons to deal with any Zerg lurking about that area, then follow up with a Probe that you can use to set up a Nexus, Assimilator, Pylons, Shield Batters, and Photon

Cannons all by itself. Build an additional Gateway and Stargate at this site, and once you have plenty of Probes gathering resources, begin producing units. Keep building Zealots and Scouts until you have two dozen of the former and a dozen of the latter. If you require more resources, you can move north along the pass in the middle of the map, and you'll find what you need. Once you have a dozen Scouts, use them to mount preemptive hit-and-run strikes against the enemy north of your western base. They can quickly take out Sunken Colonies and small groups of units. Fly them back to base to recharge at your Shield Battery before they take any serious damage.

Once you've softened this opponent up a bit, prepare to attack head-on. Send your two dozen Zealots up the pass in the middle of the map and take note of the ramp leading downward to the west. Charge your Zealots into the heart of the enemy base by using the attack function and let them do what they do best. A scarce few Mutalisks will give them trouble, but your Scouts can handle those easily. The Zerg base won't last long, and you'll sustain few casualties if you manage the fight properly. This same force may now be used to attack the eastern Zerg base in much the same fashion. It is poorly suited to dealing with Zealots, though the Scourge and Spore Colonies defending it will give your Scouts a hard time. Send half a dozen to a dozen Dragoons with your surviving Zealots to strike the second base, and minutes later you will emerge victorious.

4. THE HUNT FOR TASSADAR

You must command a small strike force to locate the renegade High Templar Tassadar and return him to the beacon at your starting position. Your force consists of four Zealots, four Dragoons, and a High Templar armed with the Psionic Storm ability with which you should already be familiar. Two routes reach Tassadar; one is debatably safer than the other, and the directions toward following that path follow.

Move your forces up the west ramp and be prepared for an immediate Hydralisk attack. Let your Zealots and Dragoons take care of the enemy and proceed west until you see Creep. Proceed cautiously with your High Templar, and as soon as you see a pack of Zerglings pop out of the ground, hit them with Psionic Storm. Your Zealots will easily dispatch those who aren't killed. Now rush your forces forward and attack the Sunken Colony. It will only inflict marginal damage if you direct all your units to attack at once. Remember that Psionic Storm does not affect structures. However, the High Templar's Psionic Storm can devastate huge number of Zerg with one casting.

You stand before a decision—you may proceed north or south past the Sunken Colony. Proceed south carefully until you happen upon more Creep. That's another Sunken Colony, with more Zerglings hiding nearby. Lure them out and hit them with Psionic Storm like before, then charge the Colony and destroy it. You may feel tempted to try and sneak past the Colony by taking the nearby ramp to high ground, but not only can the Colony still hit you up there, a Hydralisk ambush awaits. Beyond the Sunken Colony are still more burrowed Zerglings. Soften them up with Psionic Storm and let your Zealots and Dragoons take care of the rest. Still more Zerglings wait just past the ramps ahead, so be prepared to use Psionic Storm yet again. Continue north and be prepared to kill even more Zerglings just as you pass down the ramp leading back to low ground. You won't encounter any more opposition. Move north then west up another ramp, then north again, and there you will find Tassadar in the northwest corner of the map.

Your objective will be redefined—you must now transport Tassadar and Raynor to the Beacon. Unfortunately, the Zerg have redoubled their efforts and getting back will not be easy. So start building up your base and watch out for Zergling attacks from the east—a huge Zerg base lies in that direction, and you haven't the resources to try and destroy it.

Set up a Shield Battery, a second Gateway, and a Cybernetics Core. Start upgrading ground weapons, then build a Citadel of Adun and

research Leg Enhancements. Build a Templar Archives and start producing pairs of High Templars and merging them into Archons. Do not bother with Scouts, as you haven't the resources to build as many as you would need. Deploy Raynor's three Spider Mines just outside your base to help deal with any enemy assaults.

As you can see, you will find the renegade Tassadar in the northwest corner of the map. You will also discover an unexpected ally—Jim Raynor.

Once you have at least a half dozen Archons with weapons upgraded to second level, prepare to move out. You'll want to send along Zealots and Dragoons with your party as well, and a High Templar would also prove useful.

Keep the Zealots in front and the Dragoons in the rear, with Raynor, Tassadar, and the Archons in the middle. You are going to return via a different route than the one you took to get this far. Move your force south and note the ramp. You will face the enemy at every turn here, so be prepared.

Kill all Zerglings and Hydralisks as you move down the first ramp and down the second just beyond. You must make your way through a narrow

hall teeming with Zerg, some of whom are on high ground. Dispatch those with Tassadar's Psionic Storm or your Dragoons. To make matters worse, you will face Zerg Queens who will slow your units with Ensnare or kill them outright with Spawn Broodlings. Press on and locate the ramp leading away from the passage to the north. Move your forces up, then follow the path south. Be prepared for an attack by a flock of Mutalisks. Your Psionic Storm can devastate them easily, as can your Archons. At the end of the pass, head east and get set for a Sunken Colony with a bunch of Zerglings guarding it. Head south past this minor threat and prepare to face Mutalisks and Hydralisks in great numbers just before the beacon.

If at any point your escort forces should dwindle, hold position and send more Zealots and Archons along the same route you took to get that far. Proceed only when your reinforcements have joined you. Hit the Zerg's last line of defense with Psionic Storm, then close for the kill with your other forces. Even as they fight, direct Raynor and Tassadar to the beacon and win the mission.

5. CHOOSING SIDES

Having been persuaded by Tassadar to aid him in his search for the Dark Templar Zeratul, your task here is to bring Tassadar and an escort of two Zealots from your northwest starting position to the infested Terran installation entrance far to the southeast where Zeratul is held captive. Unfortunately, a massive Zerg army stands between you and your goal, and to make matters worse, an enemy Terran presence led by General Edmund Duke is just waiting to make trouble. This mission takes place in a hostile environment consisting of islands floating over molten lava. Because walking is not an option, you must bring Tassadar to his destination by means of a Protoss Shuttle. The Terran domain lines the northwest portion of the map, while Zerg encampments are located on separate islands in the center, southeast, and southwest. A Shuttle can

just barely navigate the space between islands and avoid getting attacked by anti-air defenses on either side. Fortunately, the fact that regions of this map are isolated from one another also means you may build up your base in relative safety.

Get started constructing your base. Keep building Probes until the resources are rolling in and build all necessary structures. You begin with a good-sized garrison of Zealots and Dragoons as well as Tassadar himself, so you needn't spend money on more troops at this time. Focus instead on warping in every structure available to you. As soon as possible, set up a few Photon Cannons around your base. Place at least one along the southern edge of your plateau, as Zerg Overlords transporting enemy forces will approach you from that direction. Set up a Shield Battery near the ramp leading to low ground and station a Reaver nearby it. Upgrade your ground and air weapons and research Leg Enhancements for your Zealots. Also be sure to research Gravitic Drive from your Robotics Support Bay to give your Shuttles an excellent burst of speed.

Expect small Zerg ambushes regularly. Your forces should deal with them easily. Use Tassadar's Psionic Storm to kill Mutalisks and the occasional Guardian, and remember that he packs a powerful ranged attack and can help fight off Zerglings and Hydralisks. Once you've built every structure and trained a few Zealots, you'll want to expand to a new location. The perfect place for you is on the very same island just down the ramp northeast of your starting position. Send a Probe and order it to build a Nexus, Assimilator, Pylons, and Photon Cannons at the new site. Send a few Dragoons and Zealots to defend the operation. Have your Probe set up a Pylon, a Shield Battery, and two Photon Cannons side by side near the southern pass. Send a Reaver and position it next to the Shield Battery to create an impassible defense. Build another Gateway and another Stargate at your new base and build plenty of Probes. Between these two sites, you'll have all the resources you need to complete the mission.

Start producing Scouts. Build a third Stargate if possible. Don't stop until you have a full dozen and make sure their weapons and armor are

upgraded. Even after you have a dozen, keep building more—you'll need the extra Scouts shortly. At this time, you must take a look at your surroundings. The perfect way to do so is with Tassadar's Hallucination ability. Hallucinate Scouts or Shuttles and send them out across the map to get a good sense of where the enemy presence lies. Research Hallucination and train a few High Templars so you can use the Hallucination ability more often.

At this point, you should send your Scouts to attack the Terran base to your east so that making your way to the installation is easier. The Terran base is lined with Missile Turrets, but contains no inland defenses. Once you attack, you'll witness a heated exchange between Tassadar and General Duke who will send a fleet of Wraiths led by a Battlecruiser to attack your base. Your Scouts should deal with this force easily. Recharge your Scouts' shields and take out the Terran Missile Turrets one by one until the Terran island is stripped of all its defenses.

If you kept building Scouts after your first dozen, you should have as many as two dozen by now. Assign them to two different groups and fly them all the way east, then all the way south near to the installation entrance. In doing so, you've avoided a deadly Zerg presence in the center of the map. Use all your Scouts to attack the anti-air defenses along the edge of the southeast island. Move them a bit west parallel to the plateau you see and send them inland to attack.

Destroy everything in sight; Hydralisks won't last, but a moment under concentrated fire from that many Scouts, and Spore Colonies aren't particularly strong. Your Scouts are expandable; let them sacrifice themselves here dealing as much damage as possible. Destroy the enemy Hydralisk Dens, kill all the Overlords you can find, and try and even destroy the Hive after getting rid of its nearby Spore Colony defenses. With two dozen Scouts, you can deal lots of damage and quite possibly raze the base completely. Your objective here is to clear the way for your Shuttles carrying Tassadar and an escort of Zealots.

Prepare a Shuttle back at your base. Fill it with three Zealots and Tassadar. Send the Shuttle over Terran terrain along the same route you took with your Scouts to the southeast island. Deploy its cargo in the wake of the destruction caused by your Scouts. Use Tassadar to Hallucinate extra Zealots just to be safe. Now walk them to the installation entrance. Tassadar and your Zealots should deal with what few defenders remain. Once two Zealots and Tassadar stand on the beacon, victory is yours.

6. INTO THE DARKNESS

The small rescue party of Tassadar and two Zealots whom you escorted to the installation entrance in the previous mission must now search through an underground Terran base infested with Zerg to find the Dark Templar Zeratul. Though you begin with a very small team, your Zealots are fully upgraded and markedly powerful. But two Zealots are hardly enough to deal with the enemy in great numbers, and so it is fortunate that you will find reinforcements along the way. Along the way, you can use Tassadar's Hallucination ability to create mimic Zealots who can scout ahead for you. However, you can't detect all ambushes in this way.

Make your way east down the hall. Prepare for an ambush once you see the downward staircase. Many Zerglings will pop up out of the ground nearby, and Hydralisks will appear below. Use Tassadar's Psionic Storm against the Hydralisks and let your Zealots team up against the Zerglings. Tassadar can help against them as well. After every skirmish, let Tassadar's energy and all your units' shields recharge. Continue down the stairs past doorway. Look to your north, and you'll find a few Terran Marines alive and well amidst their slaughtered brethren. They will join you if you approach them.

Head back south, but prepare to fend off three Hydralisks first. Again, Tassadar's Psionic Storm will prove useful. Beware, for an Infested Terran

may attack you from behind. Your forces should take care of him before he gets too close—but if he gets in on you, the ensuing blast will kill even Tassadar. It goes without saying that you must be wary of Infested Terrans in this area. Three more Hydralisks will attack before a doorway to the south. Just beyond that door, you will find four more Terran Marines who will fight with you. Now, move back to where you found the first squad and proceed east.

Your speed upgraded Zealots move much faster than your other troops. Try and keep them together, but make sure to keep your Zealots in front of your Marines. Just past the door leading further east you'll face another Zergling ambush, plus an Infested Terran at the end of the hall. Your Zealots and Marines should handle them with little problem. At the end of the hall, proceed north through a door, then north again through a set of double doors. Move north along the eastern wall, then head west across the central passage. Be ready for Hydralisks. Hit them with Psionic Storm. You'll even face a pop-up flamethrower trap at the end of the hall. At the top of the stairs, you'll find a beacon that warps in two Zealots and a Dragoon for reinforcements. Now, you are in control of a force to be reckoned with. Move back to the hallway before the double doors; do not proceed further east unless you wish to hit a dead end and a huge Zergling ambush.

Head east down the hall. Prepare for ambush by Hydralisks and an Infested Terran at the end of the hallway. If at any point you need the extra firepower, remember to use your Marines' Stim Packs. Do not use Tassadar's Psionic Storm in close corners. Proceed south until you reach a four-way intersection. If you head east, you'll find a huge pack of Marines facing a Zergling swarm. If you can help save any of them from the attack, they will be yours to command. Be sure to use their Stim Packs right away, and once the immediate threat is abated, do not proceed further south into the room—it is a dead end swarming with burrowed Zerg. Head west back at the four-way intersection and be ready for Zerglings and an Infested Terran to pop up and ambush you. Make a priority out of the

Infested Terran. Proceed south at the end of the hall and watch for more Infested Terrans. Head east at the end of the hall, then make a U-turn and step carefully west across the southern bridge. Hydralisks lie in ambush below and at the top of the stairs.

The beacon at the top of the stairs unlocks a set of security doors. Backtrack to the four-way intersection and head south. Wall traps will pop up and attack, and an Infested Terran will make matters even more difficult. Move cautiously, keep your Zealots away from the Infested Terran, and let your Marines do the job. Two more Infested Terrans will attack along the route south. You may wish to create Hallucinated Zealots with which to diffuse the explosive threats. Proceed up the stairs and take a moment to part with your Dragoon—it is too bulky to climb them. A couple of pop-up missile traps will greet you at the end of the hall leading south. Just beyond the open security doors lies a force of Zerglings, Hydralisks, and Infested Terrans. Hallucination will provide a useful distraction here, but a Psionic Storm will suit the situation just fine.

Open the doors to the south. There you'll find three Marines, four Firebats, and a Ghost who will join you. Proceed east down the hall, cautiously. Prepare for a huge stampede of Zerglings, followed by a few Hydralisks and an Infested Terran. Set up your Zealots and Firebats in front and your Marines and Ghosts in back. Get set to use another Psionic Storm.

You may wish to trigger the stampede by sending a single unit to scout ahead down the hall, then charging him back. You'll know the stampede is on its way when you hear the shrieks of dozens of Zerglings. Continue north at the end of the hallway, noting the locked door to your right. West and north of that door lies a beacon protected by six pop-up traps that shouldn't be much trouble. Step on the beacon to unlock the door. Enter the room and trigger the beacon there to rescue the Dark Templar Zeratul and complete the mission.

7. HOMELAND

A terrible civil war lies ahead. Your ambiguous goal is to "destroy the heart of the conclave," which refers specifically to eliminating the enemy Protoss Nexus at the southeast corner of the map. Do not attempt to eliminate the entire Protoss presence in the area—you will not succeed. Enemy Protoss surround your heavily fortified position at all three corners, and you simply haven't the resources to fight them. While you may find additional resources just northwest of your starting position beyond the defensive walls that help seal off your base, defending that open space from the enemy will prove far more trouble than it is worth. The mission begins with Tassadar, Zeratul, and their brethren under attack from enemy Zealots, Dragoons, and Scouts. Use Tassadar's Psionic Storm on the clustered Scouts, then make him retreat north back to base. Save Zeratul and his Dark Templar in this same fashion. Though the Dark Templar are cloaked, an enemy Observer in the area will reveal them. Expect to be ambushed back at base from the very beginning, but know that your base is relatively well fortified for the time being. Praetor Fenix, alive and well in a Dragoon, will help defend.

You begin with plenty of resources. Quickly queue up five more Probes, begin upgrading air and ground weapons, and research Leg Enhancements. You'll want three Gateways and three Stargates soon, so build them when you can. Construct a Robotics Facility, Robotics Support Bay, and Observatory. Set up Shield Batteries at your front gates and position Reavers there along with the rest of your garrison. Be ready for enemy Scouts to assault your base from any angle and send Fenix and his Dragoons to deal with them when you must. Build a few Observers and take a careful look around the map, taking heed not to stumble upon enemy Photon Cannons. Build a Templar Archives so you can research weapons upgrades up through level three, but do not train too many High Templars because you simply haven't much Vespene Gas to work with.

Send absolutely everything you can muster and drive straight for the enemy Nexus. This is a particularly effective formation.

Enemy Zealots, Dragoons, Scouts, and Reavers will attack head on. Use pairs of your own Reavers to counter the enemy as they focus on your defensive Photon Cannons. Provide assistance with Tassadar's Psionic Storm.

Reavers will destroy your Photon Cannons, so be ready to build new ones in their stead. Begin building as many Zealots and Scouts as you possibly can in preparation for a preliminary assault against the enemy Nexus. You'll need plenty of Pylons to support this affair. Two dozen Zealots and a dozen or more Scouts should be sufficient, but make sure their weapons armor as upgraded are fully upgraded as possible before deploying. While you haven't any time to waste in this mission, you do have enough time to prepare yourself for the bloody battle to your goal. Do not bother attacking the enemy before you have this massive force ready. Even after you've assembled two dozen Zealots, keep building more in case you need reinforcements. Or instead, sneak Zeratul and his Dark Templar around the south edge of the base and let him do the job.

Once your massive army is ready, scout the area between your base and the target to make certain the coast is clear. Now, gather your wits

about you and charge! Keep your Scouts and Zealots together. Issue an attack order for half your Zealots so they target the defenses at the entrance to the enemy base. These Zealots must sacrifice themselves for the sake of your cause by distracting many of the enemy troops. Make your other Zealots press on through the maze-like base straight to the Nexus at the southeast corner. Use your Scouts to kill enemy Reavers, then throw all your surviving forces on the enemy Nexus, disregarding any other threats.

Do not divert your attention from the Nexus even as your warriors are gradually killed off, for if you focus all your strength on it, you will destroy it and thus end the mission. The key to this mission is to completely overwhelm the enemy base and go straight for the Nexus as soon as possible. You haven't much time until your resources run dry, and the three enemy forces close in for the kill.

A much faster way exists to win this mission, such that you will succeed in less than three minutes. At the beginning of the mission, quickly order Zeratul and his Dark Templar out of the battle (specifically, away from the Observer) and retreat Tassadar. It is time to use Zeratul's reputation as an assassin to startling effect. Move him and his four Dark Templar south and a short way east past the bridge in the center of the map leading to the enemy base.

Now, follow the river southwest all the way to the southern border of the battlefield. At this point, if you head directly east along the southern edge, Zeratul and the Dark Templar can sneak into the enemy base undetected—straight to the enemy Nexus! No Photon Cannons are positioned anywhere near this area to detect them, though there is an Observer buzzing around. Retreat if your forces fall under attack, then return a short while later, and the Observer will have gone. Resist the urge to attack any enemy units or structures along the way; if you do, the Observer will fly in to detect your covert squad. Instead rush straight for the Nexus and attack. Even by the time the Observer finds you and your units are attacked, the enemy Nexus will be no more.

8. The Trial of Tassadar

Tassadar is taken into custody by the Conclave at the conclusion of the previous mission. His followers and supporters, led by Praetor Fenix with help from Jim Raynor, now intend to free him from the confines of the Stasis Cell in which he is held captive. The Stasis Cell is heavily guarded on all sides by your own Protoss brethren who will not hesitate to use everything in their power to keep you from rescuing the one they deemed a heretic. While you begin in a fortified position in the northwest corner of the battlefield, the enemy surrounds your walled base all along the border of the map. Specifically, you'll find small but well-defended enemy encampments to your east, to your south, and in the southwest corner. The greatest enemy presence surrounds the Stasis Cell, which will be visible toward the south on your map.

A river stretches diagonally from just north of the southwest border of the map and trails off just south of the northeast border, leaving just a narrow strip of land connecting the north to the south end.

As this shot demonstrates, Hallucinated Scouts can provide a screen while your real forces assault the enemy.

A plateau along the east edge of the map toward the center contains minerals and a fresh Vespene Gas geyser. You must build an expansion base there when you can.

Your starting force consists of several Zealots and several Dragoons led by Praetor Fenix, a Carrier, and Captain Jim Raynor's command ship Hyperion. You have very few starting resources, so get gathering immediately. Be ready to face an attack right away. Enemy Scouts will approach your position from the south. Use your Dragoons to take them down and keep a close watch over the northeast and southwest choke points leading to your base in case of enemy ambush. Do not venture outside your base yet; enemy forces, including Reavers, are patrolling nearby. Concentrate on setting up all the necessary structures, upgrading weapons, building more Probes, and setting up more Photon Cannons along your southern wall to deal with more enemy Scouts and even the occasional Carrier and Arbiter. Keep your ground forces inside your base and hold position in front with the Carrier and the Hyperion. This way, your flying craft will identify any incoming Reavers before they can devastate your ground forces.

Build a Robotics Facility, then a Robotics Support Bay and Observatory. Set up Reavers next to Shield Batteries at the choke points leading to your base. They'll put a serious dent into any ground forces the enemy sends your way. Build several Observers and position them around your base to keep watch over what the enemy has in store. Upgrade them with sight and speed enhancements from your Observatory when resources permit. Scout around the map, taking care not to wander into range of enemy Photon Cannons. Use an Observer to scout out the border of the island containing the Stasis Cell and note the lightly guarded entrance along its southern edge; you can later Shuttle drop several Reavers here to attack the Stasis Cell from behind. Locate the plateau near the center of the map on the east edge—it is time to expand there. You'll find a handful of Dragoons defending the position. Send a Probe with a small squad of units to take them out—Reavers and High Templars will suit the job

perfectly. Set up your expansion base and leave an Observer in the area to keep watch. Set up three Stargates and a Fleet Beacon if you have yet to do so and research increased Carrier capacity and Scout speed enhancements. Begin building Scouts and Carriers in force; you will have the resources to facilitate this.

As shown here, employ a fleet of Scouts and Carriers to free Tassadar from the Stasis Cell (highlighted here).

You may wish to attack the enemy bases near your original position. Reavers in tandem with Scouts will work very well, as those bases are defended by many Photon Cannons but not too much else.

Reavers can destroy Photon Cannons safely, clearing the way for your Scouts to take care of everything else. Otherwise, hold position, and once you've built several Scouts, start building Carriers. Build as many Carriers as possible, and all the while, continue upgrading their weapons at your Cybernetics Core. Remember to build eight Interceptors for each Carrier. Once you have many Scouts and Carriers, you are ready to strike. Use the High Templars' Hallucination ability to create the illusion that your Scouts are in even greater numbers and send the false diversions at the base with an attack order. They'll keep his defenses busy while your real Scouts and

Carriers charge straight for the Stasis Cell. You should overwhelm and destroy it with little problem, especially if you coordinate an attack from the rear with Reavers and Zealots. Once the Stasis Cell is destroyed, Tassadar will be set free, and your mission thereby accomplished.

9. SHADOW HUNTERS

The time has come to mount an all-out offensive against the Zerg. The Dark Templar Zeratul, imbued with the power to kill Zerg Cerebrates outright, has elected to lead an assault against two of the Overmind's gelatinous generals. While his allies may assist in weakening the Cerberates, Zeratul must deal the killing blow himself lest the Cerebrates instantly regenerate to full health.

This area is absolutely teeming with Zerg. The Cerebrates you must destroy lie far to the north, toward the western and eastern borders, amidst a heavily fortified Zerg position. Winding canyons filled with Zerg forces and Sunken Colonies make for a treacherous road leading to the enemy leaders. Meanwhile, the plateaus on either side are lined with Spore Colonies thus restricting your flying forces. There are few options here, save to fight your way north, either by lair, by ground, or both. Large concentrations of Zerg exist all across the north of the map, as well as on the eastern and western borders at the central longitude and on two plateaus further inland.

Your strike force, consisting of Zeratul, Fenix, six Zealots, two Dragoons, and four Probes, begins at the south end of the map, concealed within the space-time cloak of an Arbiter warship. Two candidates for a starting position lie directly to your east and west. Choose the eastern position for the time being, as it is easier to defend, and know that you will expand to the western position shortly. The plateaus immediately north of these two mineral patches contain loose clusters of Zerg as well as Sunken and Spore Colonies that may be dispatched by Shuttling or Recalling good numbers

of ground forces to the top of the plateau. The west plateau contains a fresh Vespene Gas geyser, while the east plateau is home to a large mineral patch. You may need to claim these unless you conserve your resources with utmost efficiency. Your Arbiter will conceal your forces from the enemy, thus letting you fight without fear of retaliation.

You start with a healthy supply of resources, but most will go into setting up your Nexus and plenty of Pylons. Do not bother with an Assimilator until you need it—your starting supply of gas is more than enough to keep you going until your defenses are fortified, at which point you may begin harvesting gas. Quickly set up all basic structures, including two Gateways, a Shield Battery or two, and Photon Cannons protecting the north edge of your base as well as the choke points. A great deal of minerals is here, so build plenty of Probes to generate a fast cash flow.

Position your Arbiter and your starting garrison in front of your base to deal with enemy ambushes. The enemy cannot see your forces due to your Arbiter, so you should hold them back. Be certain not to let anything past you, and by all means, keep your Arbiter safe and recharge its shields whenever necessary. Worry about setting up structures and researching upgrades before you actually start building many units.

The Dark Templar Zeratul is a revered leader, but holds equal renown as an assassin. With his incredibly powerful Warp Blade attack, his permanent cloaking field, and his reinforced shielding, he is perfectly deadly. As you construct your base, you would be wise to send him alone into the field on reconnaissance expeditions and preemptory strikes against the enemy presence north of your base. Only enemy Spore Colonies and Overlords may detect Zeratul.

Most Overlords mill about to the north of the map, while Spore Colonies are out of range on higher ground. Keep Zeratul as far from the mountainsides as possible at all times to minimize his chances of being detected. As you search north, you will find plenty of Sunken Colonies and enemy units. Zeratul can massacre them all easily. Sunken Colonies fall in a mere five Warp Blade slashes.

Destroy as much as you can without proceeding too far north, east, or west, or you will stumble onto large-scale Zerg populations with Overlords. Even if Zeratul is detected, he stands a good chance of fending off his enemies, but also bear in mind that though he is an incredibly powerful fighter, Zeratul is not invincible. If he is surrounded and swarmed, he will perish, and your mission will end in failure. Use him with utmost caution and be ready to call him back to base to recharge his shields if necessary. The more Sunken Colonies and enemy units you destroy now, the easier it will be for your ground forces to attack the Cerebrates later on.

One option is to send Zeratul forth from the very beginning, even before you construct your base, so you catch the enemy especially off guard. Zeratul can work his way north and ambush dozens of enemies before they have a chance to conceal themselves. He can destroy over half a dozen Sunken Colonies, a Hatchery toward the center of the map, several Ultralisks, and if you direct him carefully, you can maneuver him all the way to the north edge of the map and destroy the enemy Ultralisk Cavern there. You must use hit-and-run strikes against it, though, as a Spore Colony nearby will alert the enemy to your actions. Should you destroy it early on, you will face far fewer Ultralisks over the course of the battle than you would otherwise.

Build a Robotics Facility, Robotics Support Bay, and Observatory. Reavers are excellent defenders against Zerg ground forces, while Observers will prove most useful scouting about the map and keeping an eye on the northern passage that the enemy will use to storm your base. Build two or three Stargates and a Fleet Beacon, begin researching Gravitic Thrusters, and begin producing Scouts. At around this time, you must keep an extra close watch on your garrison. The enemy will begin to deploy Defilers against you whose Plague ability bypasses Protoss shields and cuts straight to your hit points, which are irreplaceable. Plague's equally ill side effect is that it reveals your cloaked units to the enemy while the plague toxins are active. The Zerg Queen's Ensare ability also unmasks your invisible forces. Position Observers ahead of your base and

attempt to eliminate or distract Defilers before they can inflict serious damage. Defilers like to burrow after using Plague. Reveal them with your Observers and deliver due justice. Defend Zeratul with the best of your forces—he personally deals with the Zerg Cerebrates.

Expand west when you can. Build an additional Arbiter to cloak your garrison at that location and use Reavers, Photon Cannons, Zealots, Dragoons, and a High Templar or two to create an impervious defense. Begin building Zealots in droves, remembering to upgrade ground and air weapons at every opportunity. Once you've assembled a fleet of Scouts, several Carriers, several Dragoons, and scores of Zealots, all fully upgraded, you will be ready to strike down the first Cerebrate. But first, select an Arbiter back at your base and assign it to a hotkey so it may Recall your forces should the battle fare poorly. If you can afford one, send another Arbiter with your strike force. Meanwhile, should resources run scarce, deploy forces to the plateaus north of your two bases and claim them. Use the Arbiter's Recall ability instead of Shuttles to transport large groups of units at once.

When your force is prepared, move Zeratul and your Zealots north along the pass Zeratul cleared earlier, taking care to eliminate any enemy forces along the way. Scout ahead with an Observer so you aren't surprised. Carefully navigate the pass with your Scouts and Carriers, taking heed not to stumble into range of Spore Colonies. Once you reach the northern border, attack! Let your Zealots defend themselves, but also try and use them to destroy enemy Spore Colonies so Zeratul can participate in the battle without being seen.

Have your Scouts prioritize any Overlords in the area first and deal with Mutalisks and other hazards next. You'll find the closest Cerebrate just to the west beyond a Hive. Use your Arbiter to cast Stasis Field on any aggressors or to Recall reinforcements—including Reavers—to aid in combat. Try and destroy the Hive if you can, then throw everything at the Cerebrate. Once its hit points are low, lay off the attack and let Zeratul finish it off. Remember that he alone must deliver the killing blow.

What remains is, simply, to repeat the process again with the Cerebrate that lies to the east. Once more, a combination of Scouts and Zealots will do you much good, as will Reavers and Carriers. The instant both Cerebrates are slain, you are victorious. You can succeed in this challenging mission with just your two original bases so long as you conserve your forces and use Zeratul strategically.

10. EYE OF THE STORM

Ultimate victory, or ultimate defeat, is nigh. The Zerg Overmind itself looms near the center of this enormous battlefield, surrounded on all sides by its very best defenses. Tassadar's flagship Carrier, the Gantrithor, is stationed in a small base in the southeast corner along with Zeratul and his Dark Templar. Meanwhile, Captain Jim Raynor and his Battlecruiser Hyperion oversee a Terran base on the northwest corner. You are in command of both at once. You must build up both the Protoss and the Terrans independently from scratch, taking care to establish defenses as best you can to fend off huge Zerg ambushes. You are at no loss for resources in this mission.

The Protoss may find additional gas and minerals to the north and to the west. Raynor's Terrans can eventually expand east and south. Still more resources are available should you need them—you can find no fewer than four fresh Vespene Gas geysers in the northeast corner and a tremendous patch of minerals in the southwest corner.

It goes without saying that you must work as quickly as possible here. The Terrans are physically nearer to the enemy than the Protoss, whose location is on low ground and much more secure. Further, the Protoss have the awesome power of Zeratul to help in defending their position, while the Terrans have but a squad of Marines and a pair of Firebats. All this is evidence for why you would be wise to focus on establishing Terran defenses first. Immediately order all your Probes and SCVs to begin

gathering minerals and queue up a few more of each. Throw three Marines and a Firebat into each of your Bunkers and start building new structures like an Academy and another Barracks as soon as you can. Build a Comsat Station. Your mineral reserves will grow very quickly with two different bases harvesting at once, so keep building SCVs and Probes and set up your Refinery and Assimilator to start bringing in the Vespene Gas.

The Terran position is wide open and vulnerable. Zerglings will rush at you from behind your mineral patch early on, and Hydralisks will draw near from the south. Use the Hyperion to deal with them and support it with your Marines. Research Spider Mines and build two Factories as soon as possible. Send Vultures to mine the area to your south, build as many Bunkers as you feel necessary, support those with Missile Turrets, park Siege Tanks in siege mode behind them, and then—at least for a time—your position will be fortified. Use your Comsat Station to sweep the area near the center of the map and get a good look at what you're up against. Take a deep breath.

Work on setting up the Protoss base in between your construction jobs at the Terran headquarters. First, make sure the Gantrithor is stocked with eight Interceptors. It will prove invaluable in defending your position early on. Since Probes can build several structures at once, wait until you have plenty of resources, then start warping in all the structures you need. Build plenty of Pylons, a Cybernetics Core, and two Gateways. Construct a Shield Battery and grouped Photon Cannons to protect your Probes. Build Dragoons to help with air defense. Set up a Citadel of Adun, a Robotics Facility, and a Stargate all at once. When those are finished, build your Robotics Support Facility, Observatory, Templar Archives, and Fleet Beacon. Build a Reaver and station it by your Shield Battery. Since the Protoss needn't oversee each structure as it warps in, setting up Protoss buildings and defenses is easier to accomplish than with the Terrans.

Expect the Zerg to throw everything they have in your direction on a regular basis. You will mainly face Zerglings, Hydralisks, Ultralisks, and Mutalisks, as well as the occasional Queen, Defiler, and Guardian. You've

fought them all before as Terran and Protoss alike (although perhaps not in such numbers), so you know by now how best to deal with them. The Protoss High Templar's Psionic Storm remains a perfectly deadly weapon in dealing with every breed of Zerg.

Start upgrading everything. As always, research weapons upgrades first. Build an additional Terran armory and research the air weapons upgrade simultaneously with ground weapons—Battlecruisers will prove helpful soon enough. Build a Terran Starport and two Science Facilities, one with a Physics Lab and one with Covert Ops. Train more Marines and place them in Bunkers and build still more Siege Tanks and set them up in key defensive positions. Build more than enough SCVs and have plenty available to conduct repairs. Back at the Protoss base, research Increased Carrier Capacity at the Fleet Beacon, Leg Enhancements for Zealots, Psionic Storm for High Templars, and Singularity Drive for Dragoons when you have the opportunity. All the while, remember to keep using your Terran Comsat Station to reveal more and more terrain. Locate additional mineral patches and get a good sense of the enemy presence in the middle. Research the Yamato Gun and build a Terran Battlecruiser just as you build a Protoss Carrier. Carriers work incredibly well in a defensive role when stationed over Shield Batteries.

Upgrade Protoss Observers with speed and sight enhancements and build several. The edges of the map are free from enemy presence, so send a few over to the Terran side to provide an extended field of vision for defending Siege Tanks.

Ironically enough, at this point, the mission becomes very open-ended, and I can no longer offer specific advice on victory. Essentially, once you can establish and hold your original positions as both the Terrans and the Protoss, you're but one step away from victory. Expand to a new resource patch as Terrans or Protoss, one at a time, to bring in more revenue. Set up defenses at the new site carefully and quickly, much like you did at the beginning. Now, build additional Starports and Stargates and begin turning out Battlecruisers and Carriers. Continue upgrading weapons. If

you can muster around ten or more Battlecruisers, they can get the job done by themselves. Though the Overmind has 5,000 hit points, ten Battlecruisers firing their Yamato Guns at once will go a long way to weakening the thing. That many Battlecruisers can also take down Spore Colonies and Hydralisks by the dozen and can hold off enormous fleets of Scourge who are far more problematic for Protoss Carriers. Pull your fleet back for repairs if need be.

But winning with Battlecruisers alone is perhaps too simple. You have a chance to be very creative in this mission, what with having the Protoss and the Terrans fighting side by side. Try using an Arbiter's Recall spell to teleport a group of Siege Tanks in siege mode right within range of the enemy. Use combined defenses—Reavers at your Terran base, Siege Tanks and Bunkers at your Protoss base. Arbiters and their Recall ability may easily facilitate the transfer of forces between bases. Use a Terran Science Vessel's Defensive Matrix to assist your Protoss allies and a High Templar's Hallucination to create diversionary Battlecruisers. Use speed upgraded Protoss Shuttles to transport Terran Goliaths, Ghosts, and Siege Tanks to key areas. Terran Ghosts and Nukes will work very well on this mission, and since resources will permit, you may wish to build several extraneous Command Centers if only to construct multiple Nuclear Silos. The possibilities here are really quite limitless. Through the combined forces of the Terrans and the Protoss working together, you should fight your way into the massive Zerg base leaving sheer destruction in your wake all the way to the Overmind. Once the Overmind is killed, the mission concludes, and a much-deserved victory is yours. Congratulations on a challenging achievement.

Redcrosse

EIGHT CHAPTER

★★★

Cheat Codes: The Spoils of War

No famous general was ever quoted for saying, "War is fair." That may well be because every famous general understands that war is anything but.

With that in mind, what follows is a number of codes that may be used at will over the course of the campaign and other solo missions to sway the odds rather drastically in your favor. You cannot use these codes to aid you against a human opponent.

Trigger each code by pushing Enter to bring up the dialog box, typing the code exactly as it appears here, and pushing Enter again to initiate it. Many of these codes may be toggled on and off by simply typing them out a second time.

As this screen demonstrates, unlimited resources coupled with invincible units make for an amusingly one-sided battle.

Now, without further ado, enjoy the following—and remember, for your own sake, to use them only in times of great need.

power overwhelming

Imbues all your units and structures with god-like defense, making them impossible to kill. Your own units may still kill one another if you elect to make them do so.

show me the money

Instantly adds 10,000 minerals and 10,000 Vespene Gas to your reserve.

operation cwal

Named after an organization devoted to expediency, this code drastically decreases the amount of time required to build a unit or structure. Upgrades are researched instantaneously.

the gathering

This lends unlimited energy reserves to units that use energy to fuel their abilities, like the Protoss High Templar and Zerg Queen. This code will affect enemy units as well, unless...

noglues

...you type in this code, which prevents the enemy from using any special abilities.

game over man

If you would prefer not to win a particular scenario, you may type this code to immediately end the mission in defeat.

staying alive

In contrast, this code eliminates all conditions of victory or defeat, thus letting a mission go on forever.

there is no cow level

Use this to win the current mission and proceed to the next.

whats mine is mine

Adds 500 minerals to your reserve.

breathe deep

Adds 500 Vespene Gas to your reserve.

something for nothing

Upgrades for weapons, armor, and more are instantly granted.

black sheep wall

The fog of war is banished, revealing the entire map.

medieval man

Upgrades are available free of charge.

modify the phase variance

Disables the technology tree, such that any structure may be built in any order. This will not make available those structures that would not otherwise be at your disposal in a particular mission.

war aint what it used to be

Halts the fog of war, so that explored areas will remain revealed.

food for thought

Build units regardless of supply limitations prescribed by your Supply Depots, Pylons, or Overlords.

ophelia

After entering this code, you may skip to any campaign mission by typing the name of the species followed by the number of the mission, such as "protoss7."

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