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GAME SPOT UNOFFICIAL GAME GUIDE TO STARCRAFT EXPANSION SET: BROOD WAR

BY REDCROSSE, aka GREG KASAVIN

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YOU'RE STILL ALIVE. That is no surprise to me. And though many of those you knew live no longer, your survival should be of no surprise to you, either. For you see, as I told you, with my assistance and your well-honed talents, your victory was practically assured.

Of course, your victory will be much harder earned this time around. As you well know, the stakes are higher than ever now, with the Terran Dominion fighting against the United Earth Directorate, the Protoss still trying to unite their competitive tribes, and the Zerg, led by Kerrigan, attempting to subvert the lot of them. I must reiterate that I am not interested in your affiliation with any of these factions. Know that I am only interested in being compensated duly for the information I and I alone provide. But we have already settled all that. And so all that remains is for me to assure you that these contents include the most up-to-date reconnaissance of the second chapter of this war.

I will inform you of the new military units employed by all three species involved, and reveal how their old units have been modified. I will give you intelligence on how each of these species must now approach fighting one another under the revised circumstances. You will learn precisely how to manage all three factions' military campaigns, with step-by-step information that will lead directly to your success. In any event, I am confident that we will meet again. Oh, and please offer my regards to Lt. Duran when you encounter him.

With best wishes,

Redcrosse



WHAT'S INSIDE

INTRODUCTION

Brood War is designed for those who have completed the original Starcraft campaign, and thus have a strong familiarity with the basic units and strategy involved. This guide assumes that same degree of knowledge and is written for the Starcraft player with intent to show how the rules of engagement have changed.



INSIDE THIS GUIDE, YOU WILL FIND:

Strategic overviews of all three races, including suggestions on production, defense, and offense against all three races, all specifically written to reflect the changes in Brood War.

Detailed analyses of every unit, including extensive descriptions of the new units in Brood War, and explanations of how the returning units have changed, either specifically or indirectly.

Complete walk-throughs of every Brood War campaign mission, with concise descriptions of mission objectives, key strategic features, and locations of resource caches.

Cheat codes, for when defeat cannot be an option.



PART ONE

RACE OVERVIEWS

The following are strategic overviews for the Protoss, Terran, and Zerg races in the Brood War, explaining not just how these races have changed, but how they have changed with respect to their enemies. Specifically, you will find the following information for each race:



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PRODUCTION STRATEGY: This information describes how the race should now go about building up its economy and its defenses early in the battle, making reference to how previously effective production strategies might have since become obsolete. Use this information as a set of guidelines during the beginning of a battle.

DEFENSIVE STRATEGY: Here you will learn how the race's defensive situation has changed, both in terms of its own defensive structures and units, and in terms of what that race can now expect from its enemies. The introduction of particular units, like the permanently cloaked Protoss Dark Templar, demands a renewed attention to defense.

OFFENSIVE STRATEGY: You can only defend for so long, and the offensive strategy section explains how and when you must finally mount your attack, focusing particularly on the changes you can expect in the Brood War. The offensive strategy overview is then broken down into three more specific sections...

VERSUS PROTOSS: This describes how the particular race should deal with the psychic Protoss, and their new Dark Templars, Dark Archons, and Corsairs.

VERSUS TERRAN: You will need to learn new tricks in order to deal with the resourceful Terrans, what with their new Medics lending even more power to Marines, as well as their newly upgraded Goliaths and their Valkyrie missile frigates.

VERSUS ZERG: A much-improved defense, between their souped-up Sunken Colonies and their new Lurkers, makes the voracious Zerg even more dangerous than before, and all the more so with the new Devourer heavy aerial support unit.



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Beyond that, you can access specific information on every unit in each race, and there you will learn all about its vital statistics from hit points to attack range, as well as how that unit has changed either specifically or indirectly. All units discussed under the following criteria:

STATISTICS: The unit's hit points, build time, vision radius, cost, damage, attack range, cooldown, and armor, are presented concisely in a table. A detailed legend provides straightforward definitions of how these statistics are measured and what they mean.

OVERVIEW: The unit's functionality, strengths, and weaknesses contained in a single sentence.

RECOMMENDED USES: Suggestions and how and why the particular unit is useful.

HOW IT HAS CHANGED: Specific details concerning how returning units have changed in Brood War.

FURTHER DETAIL: Any other notes on the unit, including in-depth discussions of new strengths and weaknesses. This section emphasizes the new Brood War units.



ONE CHAPTER

THE PROTOSS AND THE BROOD WAR

The Protoss are more powerful than ever, having united with the Dark Templar tribes and learned to compensate for their previous weaknesses. Before, they were vulnerable to a preemptive aerial attack, especially by Zerg Mutalisks; building Dragons was too risky because they took too long to produce, and cost too much.



Photon Cannons were also too expensive and too slow to build, and forced the Protoss to defend rather than attack. Furthermore, unlike the Terrans and the Zerg, there was no obvious route to take in building advanced structures. Terrans would build a Factory; the Zerg would build a Spire. But for the Protoss, the decision between Robotics Facility, Stargate, and Citadel of Adun was never an obvious one. Beyond that, building a Cybernetics Core to access these structures was always a difficult decision in itself, since Dragoons were so impractical. In the end, while a gracefully executed Reaver drop could end the battle quickly if the opponent did not anticipate it, an unsuccessful drop meant the Protoss were left without any means of defending themselves.

All this has changed now, and the Protoss are more flexible, and less liable to lose a battle due to a mistaken tactical decision.

PRODUCTION STRATEGY

Previously, a viable Protoss maneuver was to focus exclusively on minerals, to set up multiple Gateways, and to produce as many Zealots as possible with which to overpower the opponent early in the battle. This remains a plausible option against an incompetent or inexperienced foe, but should no longer be a common tactic in your repertoire. Instead, you should begin mining for Vespene Gas just as soon as you've set up your first Gateway. You'll want to have plenty of both resources as you set up a Forge and Photon Cannons to defend your fledgling base, so that once you do construct your Cybernetics Core, you will have plenty of options available. Because Brood War emphasizes a defensive build-up instead of catering toward early attacks and rushes, you may wish to capitalize on



your opponent's inclination to stay put and fortify his position by expanding early. Now more than ever, you need to use a worker unit to examine the enemy's base early on. If he looks to be digging in, expand your territory and defeat him through an economic advantage. If he looks to be preparing for an early attack, defend yourself with Photon Cannons and try to build Dark Templars, who cannot be countered without cloak detectors. If the opponent appears to be climbing the technology tree, thus forgoing defensive units and structures, hurry to finish him off.

DEFENSIVE STRATEGY

Photon Cannons used to deal explosive-type damage, which made them terribly ineffective against small opponents like Mutalisks, Zerglings, and Marines. Along the way, they were changed so that they dealt normal damage, which in practice made them far more powerful against those units that used to be able to overwhelm them easily. Now, not only is the Forge less expensive, but the Photon Cannons themselves build faster than before. If that weren't enticing enough, you must build Photon Cannons out of sheer necessity, for fear of being attacked by cloaked units, including Terran Wraiths, Protoss Dark Templars, and Zerg Lurkers. You can build Photon Cannons far sooner than the opponent can prepare any of these units, and your Cannons are likewise well-equipped to deal with any of them. Remember to position Cannons near to your Probe supply line, as well as near any choke points leading into your base.

Photon Cannons are not your sole defensive option, however; Shield Batteries are also far more effective than before. They begin with a surplus of 100 energy, which translates into 200 shield points, allowing them to be useful as soon as they warp in. Their effective range has also increased to four, allowing units like Reavers and Dragoons to recharge from quite a distance. If you neglected to build Shield Batteries before,



you would be wise to try the newly improved batteries—especially because Dragoons, which work effectively in conjunction with Shield Batteries, are themselves noticeably more effective than before.

High Templars and their Psionic Storm continue to be a mainstay for Protoss defense, as do Reavers. The new Dark Templars and Dark Archons make excellent garrison units as well. Refer to their summaries in the unit guide for further details.

OFFENSIVE STRATEGY

As a rule, the more types of unit you feel capable of managing simultaneously in combat, the better off you will be. Before, the Dragoon, the Archon, the Carrier, and the Arbiter all were too expensive to be entirely practical. But now all of these—and indeed, every Protoss unit—are viable combat options. That includes the new Dark Templars, Dark Archons, and Corsairs. With so many choices suddenly available, you need to make decisions rather than spread yourself thin.

The mainstays to your strategy should be the Zealot, the High Templar, the Observer, and the Reaver. Other highly useful units include Dragoons, Dark Templars, Scouts, and Corsairs. Should resources accommodate, consider using Archons, Dark Archons, Carriers, and Arbiters. Arbiters and Dark Archons, powerful though they may be under capable command, are vulnerable to the extent that the resources may not be worth risking unless you are confident that you know how best to exploit their abilities.

VERSUS TERRAN

The new Medics make Firebats a true menace for your Zealots. Your best chance is to use Reavers and Dark Templars to deal with Terran infantry,



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because your Zealots are downright ineffective against Firebats and Marines fighting with Stim Packs and Medic support. Cloaked Wraiths still pose a threat in the middle of a battle, but if you support a pack of Dragoons with an Observer, you can make short work of however many Wraiths the Terran opponent can muster. Siege Tanks will forever be a threat to the Protoss, but your new Corsairs and their Disruption Web can set them up for a fatal surprise attack. Meanwhile, Scouts still rule over Wraiths, while the new Valkyries shouldn't pose too many problems, especially with Dragoons around. Battlecruisers are still a very real threat, and there remains no good way for the Protoss to stop them save with great fleets of Scouts, or with the Dark Archons' Mind Control. Psionic Storm can help, but Carriers still fare poorly against their Terran rivals. Do not use Archons against an apt Terran opponent lest he strike with his Science Vessel's EMP Shockwave. Combinations of Zealots, Dragoons, High Templars, Reavers, and Corsairs should represent the brunt of your forces when facing the Terrans.

VERSUS ZERG

Enhanced Sunken Colonies and Lurkers discourage the Protoss from attacking early with Zealots, but do not hesitate to do so if you feel the Zerg are unprepared for the attack. Dragoons are fairly effective against Hydralisks and Mutalisks, but your best weapon against these units remains the High Templar's Psionic Storm. Photon Cannons are very effective as well, and since they build faster, it is a viable option to move a Probe into Zerg territory to set up a Pylon and Cannons to seal in your foes. The Reaver remains effective, but you'll also need to use your Robotics Facility to build Observers before you attack, lest you fall prey to the new Lurker. In a pinch, there is no easy way to defend against Guardians, although a combination of High Templars and Dragoons may work well. Scouts can kill them quickly, and are powerful against Mutalisks as well,



but a shrewd Zerg commander may overwhelm your fleet with a combination of the new Devourers, Mutalisks, and the Queen's Ensnare ability. Using Corsairs together with your Scouts can tilt the odds in your favor. Otherwise, Dark Templars are a very good early defense against the Zerg, since the Zerg will be hard-pressed to send Overlords with their every attack. Dark Templars are also good for attacking less-than-competent Zerg commanders, who are liable to hide all their Overlords in a corner somewhere rather than deploy them around the base to search for cloaked units. Note too that only Zerg Spore Colonies are detectors; Sunken Colonies cannot see your Dark Templars.

VERSUS PROTOSS

Ironically, it is none other than the Protoss that are most poorly equipped to handle their new Dark Templars. If you rush up the technology tree to Dark Templars, you may well catch an opposing Protoss player with but a few Photon Cannons and not one Observer, allowing your invisible warriors to decimate his position unopposed. Use a few Zealots with your Dark Templars to create a diversion and to destroy any Photon Cannons, then finish him off. Dark Archons also work well against rival Protoss, because using Mind Control on enemy units not only gives you the unit itself, but any technology, weapon, armor, and shield upgrades the opponent might have researched. Corsair Disruption Webs are great against Photon Cannons, but if you can gather enough resources, so are Carriers. Indeed, there is no simple means for the Protoss to counter rival fleets of Carriers, since their Interceptors can quickly take down enemy Scouts. Again, the Dark Archon's Mind Control is a viable option. If you are up against enemy Protoss, it is all the more important to scout his base and respond accordingly, either by countering him early on or expanding your territory to eventually overwhelm him by sheer numbers.



PROTOSS UNITS

PROBE

hit points / shield points (size)	20 / 20 (small)
build time	20
vision	8
cost (minerals / vespene gas / psi)	50 / 0 / 1
damage (type) / bonus	5 (normal) / +0
attack range / cooldown	1 / 22
armor / bonus	0 / +1

CLICK THE RED STAR TO VIEW THE TABLE LEGEND

OVERVIEW

This little unit oversees Protoss production and maintenance, and may quickly establish an entire base single-handedly.

HOW IT HAS CHANGED

The Probe has not changed. However, the advent of the Protoss Dark Templar and Zerg Lurker, who can kill Probes quickly, makes defending the supply line even more imperative.

RECOMMENDED USES

Construction and resource gathering. Early scouting. Last-ditch defense. Base expansion.



FURTHER DETAIL

Probes are still your most suitable scouts early in a battle, better even than SCVs or Drones because of their superior vision rating. Because Dragons and Dark Templars are so useful now, you'll wish to use Probes to mine Vespene Gas sooner than you would previously.

ZEALOT

hit points / shield points (size)	80 / 80 (small)
build time	40
vision	7
cost (minerals / vespene gas / psi)	100 / 0 / 2
damage (type) / range / rate / bonus	16 (normal) / +2
attack range / cooldown	1 / 22
armor / bonus	1 / +1

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OVERVIEW

The stalwart Protoss ground attacker is especially effective in large numbers early in a battle, but cannot retaliate against flying attackers and is vulnerable to concentrated defenses.

HOW IT HAS CHANGED

The Zealot has not been modified, but between the advent of Dark Templars, and the improved functionality of Dragons, you needn't rely on them as much as you did in the past.



RECOMMENDED USES

Early assault and defense, diversionary tactics, damage screening. Effective ground combat unit throughout a battle if deployed in force.

FURTHER DETAIL

You should still construct Zealots early in a battle, but you'll want to use your resources to build Dragoons and Dark Templars as well. Zealots are still your best counter to Zerg Hydralisks and Zerglings, as well as Terran Marines and the newly improved Goliaths.

DRAGOON

hit points / shield points (size)	100 / 80 (large)
build time	40
vision	8
cost (minerals / vespene gas / psi)	125 / 50 / 2
damage (type) / bonus	20 (explosive) / +2
attack range / cooldown	4 (+2) / 30
armor / bonus	1 / +1

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OVERVIEW

A bulky but powerful and versatile walker whose long-range attack is effective against all ground and air targets, though it is vulnerable to superior numbers.



HOW IT HAS CHANGED

The Dragoon now costs fewer minerals, builds much faster, and becomes much more effective after the attack-range upgrade. In consequence, it is now a far superior, far more viable combat unit both early and late in a battle.

RECOMMENDED USES

Early offense and defense, with aid of range upgrade and Shield Battery. Ideal anti-air defense. Effective in any combat situation in large numbers.

FURTHER DETAIL

The Dragoon now builds just as quickly as a Zealot, whereas before, three Zealots could be built in the same space of time as only two Dragoons. The decreased mineral cost also makes Dragoons much more viable early in a battle, and in consequence, the Protoss are far less vulnerable to preemptive Terran Wraith and Zerg Mutalisk attacks, thanks to the Dragoon's heightened power. The Singularity Charge now increases the Dragoon's range from 4 to 6 matrices, an upgrade whose effects are perfectly obvious in context. Dragoons are still vulnerable to superior numbers of units like Marines and Hydralisks.

HIGH TEMPLAR

hit points / shield points (size)	40 / 40 (small)
build time	50
vision	7
cost (minerals / vespene gas / psi)	50 / 150 / 2

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armor / bonus	0 / +1
SPECIAL OPTIONS	
archon warp	requires two high templars
psionic storm	200 / 200 to research
	75 energy per use / 9 range
hallucination	150 / 150 to research
	100 energy per use

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OVERVIEW

A slow, costly, vulnerable, and unarmed psychic whose Psionic Storm ability remains one of the single most powerful weapons in the Protoss arsenal.

HOW IT HAS CHANGED

The High Templar's Hallucination ability, largely neglected before, was honed to a cost of 100 energy. Archon Warp is a more viable option because Archons are faster than before. Even with the advent of the psychic Dark Archon, the High Templar remains an indispensable component of every Protoss war effort.

RECOMMENDED USES

Psionic Storm as a necessary defense against Terran Marines and Wraiths, and Zerg Hydralisks and Mutalisks, and an effective means of devastating an enemy supply line. Hallucination is an effective tactical diversion. Archon Warp is a viable solution when brute force is necessary.



FURTHER DETAIL

The High Templar remains an indispensable component of the Protoss military, because Psionic Storm is still your best weapon against Zerg Hydralisks and Mutalisks, and Terran Marines. Hallucination remains useful and is less expensive to use, and is now particularly important against a rival Protoss opponent liable to use a Dark Archon's Mind Control ability on units like Carriers and Shuttles. However, the Vespene Gas you'd normally spend exclusively on Psionic Storm and High Templar must now be allocated more thoughtfully, since Dragoons are suddenly a viable option, as are Dark Templars. Another problem is the Dark Archon, who vies not only for the Vespene Gas but also for research time at your Templar Archives. In the end, however, the High Templar must be your choice; research the Dark Archon's abilities only after you've researched Psionic Storm, and later in a match, consider building a second Templar Archives to research two abilities simultaneously.

ARCHON

hit points / shield points (size)	10 / 350 (large)
build time	20
vision	8
cost (minerals / vespene gas / psi)	100 / 300 / 4
damage (type) / bonus	30 (normal) / +3
attack range / cooldown	2 / 20
armor / bonus	0 / +1

CLICK THE RED STAR TO VIEW THE TABLE LEGEND



OVERVIEW

An expensive but hardy and very powerful all-purpose warrior vulnerable only to far greater numbers.

HOW IT HAS CHANGED

The Archon's greatly improved acceleration makes it far more effective in combat than before, especially against flying targets.

RECOMMENDED USES

Very strong against any ground or air opponent, so long as it isn't severely outnumbered; use together with Zealots and Dark Templars. Highly effective against flying enemies, because its splash damage can hurt several targets at once.

FURTHER DETAIL

Although the Archon accelerates much faster than before, it can still be killed more easily than you would expect, if the enemy concentrates his fire. As such, the Archon still fights best from behind a screen of units such as Zealots, which will draw the enemy fire as the Archon approaches. Their faster acceleration makes Archons much more effective against Zerg Mutalisks and Terran Wraiths. Enhanced Shield Batteries make Archons far more effective on the defense. However, the cheaper and more powerful Terran Science Vessels and their EMP Shockwave ability pose an even more serious threat to Archons than before.



DARK TEMPLAR (NEW)

hit points / shield points (size)	80 / 40 (small)
build time	50
vision	7
cost (minerals / vespene gas / psi)	125 / 100 / 2
damage (type) / bonus	40 (normal) / +3
attack range / cooldown	1 / 30
armor / bonus	1 / +1
SPECIAL OPTIONS	
dark archon meld	requires two dark templars

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OVERVIEW

A powerful, fast-moving, invisible melee unit that is easily killed if detected. Highly effective against physically weak units, which it can kill with no more than two strikes.

HOW IT HAS CHANGED

The Dark Templar was not available for construction previously, although you no doubt recall how handfuls of them aided the Protoss military campaign. The Dark Templars have since become faster moving, and developed the ability to merge into Dark Archons. Ground-weapon upgrades now yield a greater benefit than before.



RECOMMENDED USES

Early offensive strikes, base and base-expansion defense, assaulting enemy supply lines, offensive scouting and patrol.

FURTHER DETAIL

Although more costly and less durable than their Zealot cousins, Dark Templars represent a very powerful ground attack alternative for the Protoss. They are permanently cloaked, exactly like the Protoss Observer, and thus are invisible to all but a few units and structures. They move slower than Leg Enhanced Zealots, but faster than Zealots prior to the upgrade. Their warp blade attack, although slower than the Zealot's, is many times more powerful. Terran Marines fall to a single strike, while Zerg Hydralisks require just two.

Because of their slow rate of attack, Dark Templars work best in groups. However, large groups of these assassins tend to downplay their subtlety. Pairs or quartets tend to be most effective, able to tear unprepared garrisons and bases to shreds, and can sneak away to safety while the dust settles. Dark Templars work well alone, because their stealth is their greatest asset. If your opponent is very good about covering his base with cloak-detecting units and defensive emplacements, use your other forces to eliminate those targets in particular, at which point Dark Templars should be deployed to help finish the job. Note that because they move quickly, Dark Templars should retreat in the event that they are detected. It's often worth leaving one behind as a diversion, thereby allowing his brethren to escape with their lives and regroup.

Dark Templars are very effective base defenders early in a battle when cloak-detecting units are not common on the field. Ordering pairs of Dark Templars to patrol commonly traveled areas is also an effective tactic,



because they might easily catch an enemy convoy unaware. As a rule, you have but one chance to make good use of Dark Templars, because they are ineffective against an opponent prepared to face them. Still, never do Dark Templars become totally obsolete on the battlefield; the option always exists to merge pairs of them into Dark Archons, effective so long as you can manage their powers properly.

DARK ARCHON (NEW)

hit points / shield points (size)	25 / 200 (large)
build time	20
vision	10
cost (minerals / vespene gas / psi)	250 / 200 / 4
armor / bonus	1 / +1
SPECIAL OPTIONS	
feedback	50 energy per use / 10 range
mind control	200 / 200 to research
	150 energy per use, depletes
	shields / 8 range
maelstrom	100 / 100 to research
	100 energy per use / 10 range

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OVERVIEW

A very costly, vulnerable, and defenseless psychic whose Maelstrom and Mind Control abilities can devastate an enemy attack.



HOW IT HAS CHANGED

The Dark Archon was not previously available.

RECOMMENDED USES

Countering fleets of Battlecruisers and enemy Carriers with Mind Control. On island maps, where enemy transports can be expected, Mind Control can be especially devastating. Setting up massed Zerg Hydralisks and Mutalisks with Maelstrom for a Psionic Storm. Feedback is effective against Wraiths, Queens, and Defilers.

FURTHER DETAIL

The Dark Archon, like the High Templar, is defenseless and expensive. Fortunately, its high shield points make it fairly difficult to kill. Unfortunately, the Dark Archon, even more so than the High Templar, is a support unit that is virtually useless by itself. Furthermore, it is ineffective until you have researched at least its Mind Control ability and the Argus Talisman energy upgrade. Because these must be researched from the Templar Archives, you will wish to wait until you've fortified your position with High Templars before you move on to Dark Archons.

FEEDBACK

The Dark Archon begins with the Feedback ability, which hits the target for as many points of damage as it has energy remaining. The ability is inexpensive and fast to execute, and has long range. However, it is highly specialized, since most units do not use energy, and it is only as quick as



you are. Although it is a theoretically effective means of killing Zerg Devourers and Queens, for example, an effective Zerg opponent will withdraw those units immediately as they use their powers. Feedback is more appropriate against Terran Wraiths and Protoss High Templars, which tend to have substantial reserves of energy.

MAELSTROM

Maelstrom has the same area of effect as the Zerg Queen's Ensnare ability, and freezes all predominantly organic units in the area for a short while. Organic units include all Zerg, as well as Terran infantry. Frozen units are entirely vulnerable, unlike those affected by the Arbiter's Stasis Field, so you must take the opportunity to attack them as fiercely as you can. Maelstrom is theoretically very powerful; a flock of Mutalisks caught under its effects will all perish to a Psionic Storm follow-up. You can also use Maelstrom defensively, for example if a pack of your Dragoons or Reavers are being swarmed by Zerglings; the Zerglings would freeze in place, but because Dragoons and Reavers aren't organic, they would not be affected. Still, in practice, you'll find that Maelstrom may prove difficult to employ. You may not have the time to use this ability against an experienced opponent.

MIND CONTROL

Mind Control is the most potent Dark Archon ability. The targeted enemy unit becomes a permanent addition to your forces, until its death. However, using the ability drains the Dark Archon's shields completely, leaving it vulnerable. And because a Dark Archon is more expensive than virtually any other unit, you must be cautious with the ability, and generally use it only in close vicinity to a Shield Battery. Units captured by Mind Control



bring with them all researched technology. For example, a fully upgraded Battlecruiser armed with the Yamato gun will retain all its researched enhancements if controlled.

This is all the more useful against an enemy Protoss opponent, because stolen upgrades are absolute; for instance, if you use Mind Control on a fully upgraded Arbiter, you will obtain the Stasis Field and Recall abilities not just for that Arbiter, but for any Arbiters you construct thereafter. But the most devastating application of Mind Control must certainly be against enemy transports, whose contents will also take your side. Thus you could theoretically use Mind Control on an enemy Protoss Shuttle carrying two Dark Archons, and all three units would then be yours. Another application of Mind Control, while impractical, is compelling: You can use the ability on an enemy Terran SCV or Zerg Drone, thereby making their entire technology trees available to you from the ground up. This process would obviously be time- and resource-intensive, but nonetheless plausible.

In the end, Dark Archons are most suitable as a counter to more expensive units, like Carriers and Battlecruisers. Even so, you need many of them working together, because your opponent is unlikely to send Carriers or Battlecruisers in short supply. Therefore, unless you have good reason to believe your enemy will send these sorts of forces in great numbers, you are advised to use discretion before merging your Dark Templars into these specialized psychics.

SHUTTLE

hit points / shield points (size)	80 / 60 (large)
build time	60
vision	8
cost (minerals / vespene gas / psi)	200 / 0 / 2
armor / bonus	1 / +1

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OVERVIEW

An inexpensive, durable, but slow means of ferrying troops about the battlefield, which can be upgraded with a significant speed enhancement.

HOW IT HAS CHANGED

The Shuttle itself builds slightly slower than before, and units emerging from a Shuttle cannot attack for several moments. Therefore Shuttle ambushes, particularly the feared Reaver drop, are no longer as effective.

RECOMMENDED USES

Moving Reavers, High Templars, and Dark Templars into battle, or behind enemy lines. Hallucinated Shuttles make an effective diversion.

FURTHER DETAIL

You cannot rely on Shuttle-dropped Reavers any longer, not without some serious modification to the strategy. Because Reavers can no longer attack immediately as they emerge from a Shuttle, they will be vulnerable for those few seconds. Thus, try escorting Reavers with Zealots, which can hold off enemy ground forces for a few moments as your Reaver prepares to fire.



RE A V E R

hit points / shield points (size)	100 / 80 (large)
build time	70
vision	10
cost (minerals / vespene gas / psi)	200 / 100 / 4
damage (type) / bonus	100 (normal) / +25
attack range / cooldown	8 / 60
armor / bonus	0 / +1
SPECIAL OPTIONS	
build scarab	15 minerals per scarab

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OVERVIEW

A lumbering crawler whose slow, unorthodox long-range attack can devastate large groups of enemy ground forces without fear of injuring friendly units, making it ideal both as a defensive measure and as a component of any attack.

HOW IT HAS CHANGED

The Robotics Support Bay, as well as the Reavers themselves, build slightly slower than before. Grouped Reavers can be ordered to build Scarab ammunition simultaneously. Because units emerging from Shuttles can no longer attack immediately, the Reaver and Shuttle combination is no longer as effective for surprise attacks.



RECOMMENDED USES

Near a Shield Battery for base defense. Transported in pairs by Shuttle for devastating surgical strikes against enemy supply lines or targets of opportunity.

FURTHER DETAIL

You cannot rely on Shuttle-dropped Reaver ambushes as you might have in the past, not only because Reavers and Shuttles are slower to produce, but because the Reaver cannot attack instantly when emerging from a Shuttle. This change significantly hampers the Reaver's offensive functionality. However, it remains a perfect candidate for the Arbiter's Recall ability, and it is still very effective as a defense against weak enemy ground units.

OBSERVER

hit points / shield points (size)	20 / 20 (small)
build time	40
vision	9 (+2)
cost (minerals / vespene gas / psi)	25 / 75 / 1
armor / bonus	0 / +1

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OVERVIEW

A delicate, defenseless, invisible robot ideal for scouting purposes, whose ability to reveal cloaked enemy units makes it an imperative complement to any large-scale attack.



HOW IT HAS CHANGED

The Observatory is less expensive than before, but Observers themselves remain identical. However, they are tactically far more important than before, because the advent of Zerg Lurkers and the Protoss' own Dark Templars demands that cloak-detecting units be deployed with every attack force. Also note that Zerg Spore Colonies now deal full damage to Observers, and can kill them very quickly.

RECOMMENDED USES

Lifting the fog of war. Locating enemy expansions. Positioned outside own or enemy base, can spot incoming attackers. Must be included with every attack to detect cloaked enemies.

FURTHER DETAIL

Observers are now even more vital to the Protoss' success. You cannot risk attacking a fortified Zerg or Protoss base without an Observer escorting your forces, because even a handful of Lurkers or Dark Templars can spell disaster for your forces if they remain undetected.

CORSAIR (NEW)

hit points / shield points (size)	100 / 80 (medium)
build time	40
vision	9
cost (minerals / vespene gas / psi)	150 / 100 / 2

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damage (type) / bonus	5 (explosive) / +1
attack range / cooldown	5 / 8
armor / bonus	1 / +1
SPECIAL OPTIONS	
disruption web	200 / 200 to research
	125 energy per use / 9 range

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OVERVIEW

A midsized starship whose weak but rapid fire air-to-air attack is effective against large numbers of enemy flying units, and whose invaluable Disruption Web ability can nullify enemy defensive emplacements.

HOW IT HAS CHANGED

The Corsair was previously unavailable.

RECOMMENDED USES

Fleets of Corsairs are an effective counter to massed enemy spacecraft. Disruption Web is especially useful for breaking through enemy (particularly Terran) defenses, in conjunction with Scouts, Carriers, Dragoons, and Reavers.



FURTHER DETAIL

Like the Scout, the Corsair is immediately available from the Stargate, but it builds twice as quickly and costs little more than half as much. However, the Corsair cannot attack ground targets, and their air-to-air attack, while fast, is very weak. Nevertheless, the attack inflicts a small amount of splash damage, making it effective against groups of flying units like Terran Wraiths. The Corsair is entirely ineffective against heavily armored units like Terran Battlecruisers and Valkyries, and enemy Carriers, and is only marginally useful against Zerg Mutalisks, which take only half damage from its attack. Zerg Scourges are the Corsair's worst enemy.

Its Disruption Web ability is the Corsair's real strength. It creates a fairly large and long-lasting energy field over the designated target, which disables any and all attack functions underneath, though units outside the web can attack units and structures beneath it. The Disruption Web has no effect on flying units, but it will prevent all defensive structures and ground units caught within from attacking. Of course, in the case of the units, they can simply move out from under the web. However, since Corsairs are inexpensive, it is a viable strategy to saturate an area with Disruption Webs to make way for your air forces, thus crippling units like Terran Goliaths and Zerg Hydralisks that would normally make trouble for your Scouts and Carriers. Still, the most practical application of Disruption Web is to disable immobile defenses like Sunken Colonies and Bunkers to support ranged units like Dragoons. This ability is especially useful on island maps, against opponents who feel inclined to dig in and waste all their resources on defensive structures. Even a few Corsairs can negate that strategy. Note, though, that a Disruption Web does not nullify defensive structures' cloak-detecting capabilities.



SCOUT

hit points / shield points (size)	150 / 100 (large)
build time	80
vision	8 (+2)
cost (minerals / vespene gas / psi)	300 / 150 / 3
damage (type) / bonus	air-to-air: 28 (explosive) / +2
	air-to-ground: 8 (normal) / +1
attack range / cooldown	air-to-air: 4 / 22
	air-to-ground: 4 / 30
armor / bonus	0 / +1

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OVERVIEW

This all-purpose Protoss starship rules the skies when deployed in groups thanks to its speed, durability, and its terrifically powerful air-to-air attack, but no thanks to its high cost of production.

HOW IT HAS CHANGED

Although the Scout's base armor rating was decreased, its hit points and its air-to-air attack were both substantially improved. Because the Stargate itself is cheaper and builds faster, you can begin producing Scouts more easily.

RECOMMENDED USES

Air superiority. Overlord hunting. Surgical strikes, especially with help from Corsair Disruption Web ability. Point defense, with help of Shield Batteries.



FURTHER DETAIL

The Scout's role as the finest air fighter has been accentuated by its increased offensive power and physical durability, and in groups it is powerful against ground targets as well—especially when supported by the Corsair's Disruption Web ability. Nevertheless, this all-purpose flying vessel remains very expensive and slow to produce. Fortunately, the faster-building and less expensive Protoss Stargates allow you to build Scouts more readily.

CARRIER

hit points / shield points (size)	300 / 150 (large)
build time	140
vision	11
cost (minerals / vespene gas / psi)	350 / 250 / 8
armor / bonus	4 / +1
SPECIAL OPTIONS	
build interceptor	30 minerals

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INTERCEPTOR

hit points / shield points (size)	40 / 40 (small)
build time	20
vision	6
cost (minerals / vespene gas / psi)	30 / 0 / 0
damage (type) / bonus	6 (normal) / +1
armor / bonus	0 / +1

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OVERVIEW

This huge, slow-moving space vessel is very expensive and fairly vulnerable, but can slaughter enemy units and level their bases with frightening efficiency if deployed in numbers.

HOW IT HAS CHANGED

The Carrier has been substantially improved. First, not only does the Star-gate itself cost less and build faster, but the essential Carrier Capacity upgrade from the Fleet Beacon is now cheaper and faster to research. As for the Carrier itself, its Vespene Gas cost has decreased, while its hit points and armor have been increased. Interceptors also gain ten points of shields and hit points, and their base damage has increased. Finally, groups of Carriers can be ordered to build Interceptors simultaneously, making Carrier management much more convenient. The aggregate effect of all these changes is a unit that is far more powerful than before, and ideal for defense and sieges.

RECOMMENDED USES

Base defense, with help of Shield Batteries. In groups, for the coup de grace, with help from Scouts and Corsairs. Especially effective when ground attacks are impossible.

FURTHER DETAIL

The Carrier's noticeably augmented offensive power is still undermined by its extreme cost and slow production time. Its functionality remains identical:



It is useful only in large groups, and when supported by smaller units that can compensate for its sluggish targeting.

ARBITER

hit points / shield points (size)	200 / 150 (large)
build time	160
vision	9
cost (minerals / vespene gas / psi)	100 / 350 / 4
damage (type) / bonus	10 (explosive) / +1
attack range / cooldown	5 / 45
armor / bonus	1 / +1
SPECIAL OPTIONS	
recall	150 / 150 to research
	150 energy per use
stasis field	150 / 150 to research
	100 energy per use / 9 range

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OVERVIEW

An expensive and specialized warship, while practically defenseless by itself, casts a permanent cloaking field that hides all friendly units in a large radius, and whose special abilities can ultimately decide a battle if used shrewdly.



HOW IT HAS CHANGED

The Arbiter will no longer seek out targets to attack, although it will still defend itself. The Arbiter's cost was decreased, so as not to rely so heavily on Vespene Gas. However, because cloak-detecting units are more common in battle, its cloaking field will prove to be less effective than before.

RECOMMENDED USES

Recalling Reavers, Archons, Dark Templars, Dragoons, and Carriers behind enemy lines, for the coup de grace. Halting enemy forces with Stasis Field. Surgical strikes in conjunction with Observers, while concealing fleets of Scouts for killing enemy cloak detectors. Hallucinated Arbiters make an effective diversion.

FURTHER DETAIL

The Arbiter's Stasis Field and Recall abilities remain highly effective under capable control, and its new price makes it much more practical to build. Also, because the High Templar's Hallucination ability is less energy-intensive, hallucinated Arbiters are a more plausible means of defending the real thing. Since Scouts, Carriers, and Dragoons have all been improved, the Arbiter's cloaking field can conceal an even deadlier escort. Also, Corsairs and their Disruption Web can help create a temporary breach in enemy defenses, allowing an Arbiter to sail past and use Recall to summon an overwhelming attack force behind enemy lines.



TWO CHAPTER

THE TERRANS AND THE BROOD WAR

The Terrans always seemed like the underdogs of the war, what with their ramshackle structures and low-tech military units. Nevertheless, their sheer determination and technical knowledge made them a force to be reckoned with.



The Terrans' defensive combination of Missile Turret, Siege Tank, and Bunker provided them incredibly potent protection, while special abilities like the Science Vessel's Irradiate and the Ghost's Lockdown could help put a stop to seemingly unconquerable enemy odds. And indeed, it is none other than the Terran Marine who turned out to be perhaps the greatest fighter in the galaxy—the Terran infantry's strength, speed, and resourcefulness was unmatched by either Protoss or Zerg.

Nevertheless, the Terrans did have particular weaknesses. Unlike their structures and vehicles, their infantry could not be restored to health if they were injured. Certain units like the Goliath simply weren't cost-effective, while units like the Wraith and the Science Vessel were risky to use because of their high cost and slow production time.

But now, the Terrans are back and more powerful than ever, having compensated for these weaknesses and proven once again to have the single finest defense, and some of the most powerful military units on land and in space.

PRODUCTION STRATEGY

A viable strategy was for the Terran commander to rely solely on Marines, forgoing Vespene Gas altogether early in a match and constructing multiple Barracks. This is still a plausible solution at the very beginning of a battle, but soon after, the enemy will have means of dealing with your unsupported Marines, especially in the case of the new Zerg Lurker. As such, you should usually adopt a traditional defensive buildup, with Bunkers defending your supply line as you gather minerals and mine for gas. You'll need an Engineering Bay and an Academy sooner than you



used to; Missile Turrets are important for spotting Protoss Dark Templars, who will try to sneak into your supply line to attack your SCVs. The Academy enables you to train Medics, whose healing powers are an incredible benefit to your infantry. What's more, the Academy enables you to build a Comsat Station, absolutely essential for its ability to spot cloaked enemies. Fortunately, Comsat Sweeps cost only 50 energy per use now. As before, when you expand, you should send several SCVs with at least an escort of Marines. Build your Command Center, Bunkers, and Missile Turrets all at once. The Terrans can expand more efficiently than either the Protoss or the Zerg, since they can build structures any time, anywhere. Use this to your advantage, and scout at the same time with an SCV to try to find the enemy's expansions before they're finished.

DEFENSIVE STRATEGY

The only significant improvement to the Terrans' already stalwart defense is the Goliath, whose function as an anti-air platform has markedly improved. Goliaths are now an essential component for defending your base against enemy air units, especially on island maps where ground attacks are impossible. In that case, you should forgo building Siege Tanks and move straight to Goliaths; their upgraded anti-air attack will make the opponent think twice before he approaches. The new Valkyrie is only marginally useful, because its high cost and ineffectiveness in small numbers makes other defensive options much more tempting. Still, it should be a consideration if you expect the enemy to use clusters of flying units against you.

It is essential that you have cloak-detecting capability as soon as possible. While a Missile Turret is hard to justify early in battle, since it's useless against ground forces, you need one near your Command Center in case cloaked units attack you. You also need to build a Comsat



Station, and you'll need to use Science Vessels in every battle. But other than that, you will find that Bunkers, Siege Tanks, and Turrets working in tandem will prove as effective as ever. Just watch out for the Protoss Corsair's Disruption Web, which can nullify your immobile defenses. All the more reason to have plenty of Goliaths around.

OFFENSIVE STRATEGY

Terran units are fairly slow, but extremely powerful when grouped. Many of those units, including the Marine, the Wraith, the Goliath, and the Battlecruiser are effective all-purpose fighters that do not compromise their power for their versatility. Ironically, the Terrans' highly specialized units are the ones that, in the end, seem less effective; Firebats, Vultures, and Valkyries are optional compared to those more flexible forces you absolutely must use every time, like Marines and Siege Tanks, and, if you can afford to, Battlecruisers.

Marines will continue to be the most essential component of your attack, now more than ever with the advent of Medics who can cure their wounds. You will also be far more inclined to use Wraiths, which are not only much less expensive than before, but also substantially stronger. Note too that the Starport itself builds faster than before, and it and its Control Tower add-on both cost less, so in the end you can have Wraiths much sooner than you could in the past. Of further notice, the Nuclear Silo now builds Nukes twice as fast, making the Nuclear Strike a much more tempting option, if not a virtually essential one.

VERSUS PROTOSS

Firebats are incredibly powerful against the inevitable Zealots because, not only does the Stim Pack now yield an attack rate benefit in addition



to a speed increase, Medics can back them up and keep them fighting. You may well overpower a Protoss opponent early on by building great numbers of these deadly fighters.

You must be very careful of an early attack from Dark Templars, which will be decisive if you're caught without cloak-detection. Make sure you have both Missile Turrets and a Comsat Station at hand for this likely situation, and be ready to deal with the insurgents with Firebats and Marines. You'll also find that Spider Mines can put a stop to Dark Templar rushes even before they start. Cloaked Wraiths will prove valuable early on, because the cloak-detecting Protoss Observers are slow, and the Protoss like to build Reavers instead anyway. Later, your Ghosts will be extremely valuable; not only can you use Lockdown against their powerful fleets, but the Protoss are again hampered by their reliance on Observers, making your faster-building Nukes a very real solution. Furthermore, their reliance on shielding will forever be the Protoss' Achilles' Heel, and your Science Vessels' EMP Shockwave exists to exploit their weakness. You cannot sit idly by, though, content with your defenses, because the Corsair's Disruption Web can cause real problems. In that event, try to have plenty of Marines and Goliaths around, and later on, aim to have fleets of Battlecruisers, whose only real threat is the Protoss Dark Archon and its Mind Control.

VERSUS ZERG

Zerglings are terribly ineffective against your Firebats, especially with Medics behind them. In fact, the Zerg will have a much harder time cracking your defenses and scouting your territory than they used to. Guardians will not have it easy fending off your Goliaths, and the Queen's irritating Parasite ability can now be cured with the Medic's Restoration. Do not become complacent, however; you still have to fear the Defiler, and



because there is no simple way to counter Dark Swarm, what you need to do is attack the Zerg before they can use it on you to devastating effect. Marines remain powerful, although you'll need to watch over them with a Science Vessel, because the Zerg are liable to ambush you with their new Lurkers. Thankfully, Science Vessels can kill them with Irradiate.

Your air force now has much to fear from the new Devourers, whose armor-eating attack makes Mutalisks much more deadly. Battlecruisers will nonetheless still prove very useful against the Zerg, but you are advised to use caution and always support them with Science Vessels, and always aim for the Mutalisks first. Siege Tanks remain the Hydralisk's nemesis, and you will need to have them around if you hope to defend yourself against Dark Swarm. But watch out for the Queen's Spawn Broodlings, whose range is superior even to your Goliaths.

VERSUS TERRAN

Do not use Firebats against a rival Terran, because they fare poorly against Marines. Instead, you would be wise to use the otherwise-ignored Vulture, whose Spider Mines are very effective against all Terran ground units, and whose splash damage is devastating against enemy infantry. Wraiths are not as effective against an enemy Terran, because stimmed Marines, Missile Turrets, and especially the new Goliaths all pose very serious problems for the delicate starfighters. Cloaked Wraiths are nonetheless effective for hit-and-fade tactics, and for hunting down fledgling expansions that are poorly defended.

Battlecruisers remain difficult to counter, except in the case of the Ghost's Lockdown ability. Still, the Medic's Restoration can nullify Lockdown at half the energy cost, so you are advised to send Dropships with Medics behind your Battlecruisers when you take on an enemy Terran base. Battlecruisers, now more heavily armored than before, are very strong



against all Terran ground units, and you should always try to build fleets of them in the long run. If you find yourself engaged in large-scale infantry battles in the meantime, try to kill the enemy Medics first, so the opponent loses the advantage that you retain. Science Vessels are essential support, and while Defensive Matrix remains their most valuable ability against a rival Terran, don't hesitate to use Irradiate on groups of infantry.

TERRAN UNITS

SCV

hit points (size)	60 (small)
build time	20
vision	7
cost (minerals / vespene gas / supply)	50 / 0 / 1
damage (type) / bonus	5 (normal) / +0
attack range / cooldown	1 / 15
armor / bonus	0 / +1
SPECIAL OPTIONS	
repair	

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OVERVIEW

The Terran military construction vehicle is harder than the competition's, and is capable of erecting any structure and repairing any damaged structure or mechanical unit.



HOW IT HAS CHANGED

The SCV remains unchanged, but the advent of the Terran Medic means SCVs can now be quickly restored to full health should they be damaged, even though they can still repair one another.

RECOMMENDED USES

Construction and resource-gathering. Repairing damaged units and structures, especially in groups. Last-ditch defense. Base expansion, in groups.

FURTHER DETAIL

SCVs are the strongest worker unit, and you should not hesitate to use them to defend against preemptive enemy attacks by Zerglings. SCVs remain your best scout early in the battle. A single Medic in your supply line can keep all your SCVs in perfect working condition; don't waste time and minerals using pairs of SCVs to repair one another when a Medic can do it faster and for free.

MARINE

hit points (size)	40 (small)
build time	24
vision	7
cost (minerals / vespene gas / supply)	50 / 0 / 1
damage (type) / bonus	6 (normal) / +1

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attack range / cooldown

4 (+1) / 15

armor / bonus

0 / +1

SPECIAL OPTIONS

stim pack

10 hit points per use

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OVERVIEW

The Terran Marine remains an inexpensive, efficient, all-purpose fighter that can tear through enemy units and structures with remarkable efficiency when deployed in great numbers.

HOW IT HAS CHANGED

The Marine himself is unchanged. However, the advent of the Medic, who can quickly restore him to full health even in the middle of combat, makes the Marine that much more deadly, especially because Stim Pack damage can now be recovered. Regardless of the Medic's assistance, however, unprepared Marines will be quickly torn to shreds by the new Protoss Dark Templar and Zerg Lurkers, not to mention newly improved Protoss Photon Cannons and Zerg Sunken Colonies.

RECOMMENDED USES

Defense, especially in Bunkers. Extremely effective combat unit in large groups, especially when fully upgraded and assisted by Medics.



FURTHER DETAIL

The Marine remains arguably the all-around best military unit. They are imperative to the Terrans' success. They need only fear concealed assailants and area-affect attacks when deployed in large groups. Marines also benefit a great deal when supported by Medics. Although Marines stationed in Bunkers remain a very effective defense (Bunkers add two points of range and 350 points of hit points), remember that the new Protoss Corsair can nullify the Bunker's attack.

FIREBAT

hit points (size)	50 (small)
build time	24
vision	7
cost (minerals / vespene gas / supply)	50 / 25 / 1
damage (type) / bonus	16 (concussive, splash) / +2
attack range / cooldown	1 / 22
armor / bonus	1 / +1
SPECIAL OPTIONS	
stim pack	10 hit points per use

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OVERVIEW

These inexpensive, highly specialized infantry equipped with dual flame-throwers are the perfect counter to Zerglings and Zealots, although they aren't terribly effective against ranged attackers and are useless against flying enemies.



HOW IT HAS CHANGED

Whereas previously the Stim Pack ability only increased the Firebat's movement speed, it now increases his rate of attack as well. The results are remarkable: Zealots and Zerglings die in droves against comparatively few Firebats, especially if the Firebats are aided by the new Terran Medics, who can recover Stim Pack damage and help keep the specialists alive while they fight.

RECOMMENDED USES

Killing Zerglings and Zealots, especially when stationed in Bunkers. Attacking enemy supply lines. Highly effective under influence of Stim Packs, especially when aided by Medics.

FURTHER DETAIL

Firebats are rarely a necessity, but will make very short work of a Protoss opponent who relies on Zealots or a Zerg opponent who relies on Zerglings, especially with Stim Packs and Medics. Stimmed Firebats are effective even against Protoss Dragoons and Zerg Hydralisks.

MEDIC

hit points (size)	60 (small)
build time	30
vision	9
cost (minerals / vespene gas / supply)	50 / 25 / 1

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armor / bonus	1 / +1
SPECIAL OPTIONS	
heal	1 energy per 2 hit points
restoration	100 / 100 to research
	50 energy per use
optic flare	100 / 100 to research
	50 energy per use

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OVERVIEW

Inexpensive, unarmed units whose primary function is to restore the hit points of other infantry, a purpose that Medics accomplish with remarkable efficiency.

HOW IT HAS CHANGED

The Medic is a new addition to the Terran war effort, and was not previously available.

RECOMMENDED USES

Healing Stim Pack damage. Scouting ahead for other infantry. Traveling in pairs to shield enemy fire from offensive units. Restoring units. Protecting SCV supply lines.



FURTHER DETAIL

The Medic is available once you construct an Academy, and costs the same as a Firebat. She begins with the Heal ability, which works automatically. The question is, is it worth spending the time and money on a Medic, who cannot actually deal damage, when it might have been spent on an additional Marine or a Firebat? The answer is, by all means, yes.

A single Medic can extend the life of a small team of Marines dramatically, and because Marines' sole weakness is their low hit points, the Medic's role should be evident. The Medic quickly acquires any injured friendly infantry in the vicinity and begins healing them at a furious rate, faster than most enemy units can actually deal damage. Note, though, that only one Medic can treat an injured unit at a time. Still, a Marine being healed can stand up to an enemy Bunker for a long time before he finally dies. A pair of Medics can heal a dozen Marines from Stim Pack damage in a matter of moments, leaving the Marines still stimmed but in perfect physical condition.

Fortunately, Medics are quite good at acquiring injured targets without your direct influence, and what's more, their energy tends to last a long while. Keep in mind, though, that Medics cannot keep healing forever, and will need to wait and recharge when their energy runs low. One Medic to every six Marines and / or Firebats tends to be a good ratio. You can also research two additional Medic abilities from the Academy, but her true strength will always be her healing powers.

RESTORATION

This is a fairly useful ability that negates all adverse affects on the targeted unit. Use it primarily to negate the Zerg Queen's Parasite and the Terran Ghost's Lockdown, both techniques whose tactical functionality



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can be devastating. The only disadvantage to Restoration is the simple fact that, to use it, your Medic must be in the right place at the right time. When your Battlecruisers are locked down across enemy lines, chances are, you will not have a Medic around to restore them. Unless, of course, you escorted your Battlecruisers with a Dropship full of Medics.

OPTIC FLARE

This ability is basically worthless, except in certain very specific situations. An enemy unit struck by Optic Flare has its vision permanently reduced to one. Unfortunately, any other enemy unit in the vicinity can spot for the blinded one, which can then continue to attack as if nothing happened. Worse yet, even isolated units that are blinded may still fire back at your forces that attack them. In spite of these shortcomings, Optic Flare can nonetheless be useful in rare instances; a Protoss opponent inclined to use Shuttle and Reaver combinations can be thwarted by Optic Flare, which can be researched before a Shuttle and a Reaver become available. Also try using the ability on lone enemy units scouting your premises. In the end, though, you'll find that an enemy unit is much better dead than blind.

GHOST

hit points (size)	45 (small)
build time	50
vision	9 (+2)
cost (minerals / vespene gas / supply)	25 / 75 / 1
damage (type) / bonus	10 (concussive) / +1

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attack range / cooldown	6 / 22
armor / bonus	0 / +1
SPECIAL OPTIONS	
personnel cloaking	100 / 100 to research
	25 energy for activation
lockdown	200 / 200 to research
	100 energy per use, range 8
nuclear strike	armed nuclear silo required
	range 10

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OVERVIEW

Though not particularly powerful in his own right, and not available early in a battle, the inexpensive Ghost commands the all-powerful Lockdown and Nuclear Strike abilities, which can quickly decide a battle if used appropriately.

HOW IT HAS CHANGED

The Ghost himself has not changed. However, Medics can now restore injured Ghosts to full health. Furthermore, the Terran Nuclear Silo add-on now generates Nukes at twice its previous speed, making the Nuclear Strike ability far more effective, and thus making Ghosts even more useful.

RECOMMENDED USES

Covertly dropping Nukes behind enemy lines. Scouting. Locking down powerful enemy units. Attacking small targets.



FURTHER DETAIL

Although Nukes build much faster, the new emphasis on cloak detection makes getting those Nukes to actually drop far more challenging against a competent opponent. Choose your targets wisely. Otherwise, Ghosts remain an effective fighting unit against small targets like Zerg Mutalisks, especially when assisted by Medics. Try them in Bunkers, because the boost to the Ghost's already-impressive range can lead to startlingly potent results.

VULTURE

hit points (size)	80 (medium)
build time	30
vision	8
cost (minerals / vespene gas / control)	75 / 0 / 2
damage (type) / bonus	20 (concussive) / +2
attack range / cooldown	5 / 30
armor / bonus	0 / +1
SPECIAL OPTIONS	
spider mine	150 / 150 to research
	3 mines per vulture

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OVERVIEW

An inexpensive, fast-moving ground-attack motorcycle whose Spider Mines remain a powerful defensive tool early in a battle.



HOW IT HAS CHANGED

The Vulture has not changed. However, the introduction of Protoss Dark Templars and Zerg Lurkers, who can attack while invisible, makes Spider Mines all the more useful a defensive option, because the mines will attack invisible opponents indiscriminately.

RECOMMENDED USES

Scouting. Harassing enemy supply lines. Harassing slow enemy units. Deploying Spider Mines to defend one's own base. Deploying Spider Mines to seal the enemy within his own base.

FURTHER DETAIL

The often-neglected Vulture nonetheless remains an effective unit under particular conditions. It is still an effective scout, and can make short work of enemy supply lines. And now, Spider Mines are quite possibly the best means of dealing with an early Dark Templar attack, even as Vultures remain effective against small units like Protoss Zealots. The Vulture's only real shortcoming is the mere fact that it must be produced from the same place as the Siege Tank, a defensive unit that the Terran commander would be loathe to overlook.

SIEGE TANK

hit points (size)	150 (large)
build time	50
vision	10

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cost (minerals / vespene gas / supply)	150 / 100 / 2
damage (type) / bonus	tank mode: 30 (explosive) / +3
	siege mode: 70 (explosive,
	splash*) / +5
attack range / cooldown	tank mode: 7 / 37
	siege mode: 12 / 75
armor / bonus	0 / +1
SPECIAL OPTIONS	
siege mode / tank mode	150 / 150 to research

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OVERVIEW

This mighty Terran unit, though defenseless against flying attackers, is the ultimate defense against enemy ground forces, because its long-range attack not only delivers a tremendous punch to its target, but heavily injures all surrounding units as well.

HOW IT HAS CHANGED

The Siege Tank remains as effective as ever. Although it has not been changed specifically, the new Valkyrie missile frigates and enhanced Goliaths can defend the Siege Tank against most aerial assaults with ease.

RECOMMENDED USES

Defense, together with Bunkers. Delivered via Dropship behind enemy lines, to high ground. Together with Marines for a midgame offense.



FURTHER DETAIL

The Siege Tank must fear the Protoss Corsair's Disruption Web. Although the Siege Tank can theoretically change back to tank mode and move out from under the web, in practice, doing so would take too long to be of much use. Fortunately, the newly enhanced Goliaths can support your tanks and protect them from enemy Corsairs, not to mention most anything else that is airborne. Also make sure to have Missile Turrets near to all your defending Siege Tanks, lest they fall prey to enemy Dark Templars.

GOLIATH

hit points (size)	125 (large)
build time	40
vision	8
cost (minerals / vespene gas / supply)	100 / 50 / 2
damage (type) / bonus	ground: 12 (normal) / +1
	ground-to-air: 20 (explosive) / +4
attack range / cooldown	ground: 5 / 22
	ground-to-air: 5 (+3) / 22
armor / bonus	1 / +1

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OVERVIEW

An all-purpose armored walker that can handle itself against any ground attacker, but is most impressive as a mobile anti-air platform, because it can devastate most any flying opponent with relative ease.



HOW IT HAS CHANGED

The Goliath's ground attack has been improved to a base damage of 12 rather than ten. Now each vehicle weapons upgrade at the Armory increases the damage of its anti-air attack by four rather than two, so that its hellfire missiles inflict 32 damage per attack with full upgrades. Finally, the new Charon Boosters upgrade, available at the Factory's Machine Shop, increases the Goliath's anti-air attack range dramatically, making it equivalent to the Zerg Guardian's air-to-ground attack range.

RECOMMENDED USES

Devastating mobile anti-air defense. All-purpose offense.

FURTHER DETAIL

Although building Siege Tanks and researching Siege Tech should remain your priority with your first Factory, the previously neglected Goliath should now be considered a mainstay in both your attacking forces and your defensive garrison, especially when faced with an enemy partial to flying units. It is useful to construct a second Factory soon after you build an Armory, and with it to begin building Goliaths and researching the Charon Boosters upgrade. Fully upgraded, Goliaths are the single best anti-air attacker available, superior even to the Terrans' infamous Missile Turret, because they can decimate virtually any flying unit with fearsome efficiency. Goliaths work remarkably well alongside Marines, and are especially effective on island maps, where you can move them to the edges of your island and order them to hold position and attack any incoming foes.



WRAITH

hit points (size)	120 (large)
build time	60
vision	7
cost (minerals / vespene gas / supply)	150 / 100 / 2
damage (type) / bonus	air-to-air: 20 (explosive) / +2
	air-to-ground: 8 (normal) / +1
attack range / cooldown	air-to-air: 5 / 22
	air-to-ground: 5 / 30
armor / bonus	0 / +1
SPECIAL OPTIONS	
cloaking field	150 / 150 to research
	25 energy to activate

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OVERVIEW

A fairly quick, fairly inexpensive all-purpose starfighter that is powerful in groups but vulnerable to anti-air defenses, and whose cloaking ability is tactically important.

HOW IT HAS CHANGED

Not only is the Starport cheaper to produce, but the Wraiths themselves cost 50 fewer minerals than before. Furthermore, their Gemini Missile air-to-air attack now inflicts 20 points of damage rather than 15. However, the Wraith's Burst Laser ground attack has a slightly slower rate of fire than before.



RECOMMENDED USES

All-purpose offense. Hit-and-run tactics. Surgical strikes. Scouting.

FURTHER DETAIL

When deployed in large numbers, the Wraith's slower air-to-ground attack speed becomes negligible. However, its lower cost and greater attack power should not be overlooked, because the Wraith is all of a sudden an even more powerful unit than before. It is especially effective at hunting Zerg Overlords and attacking enemy territory not protected by cloak-detecting units or structures.

DROPSHIP

hit points (size)	150 (large)
build time	50
vision	8
cost (minerals / vespene gas / supply)	100 / 100 / 2
armor / bonus	1 / +1

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OVERVIEW

The slow, defenseless Terran flying transport is vital for ferrying troops to locations inaccessible by ground.



HOW IT HAS CHANGED

The Dropship builds and moves slightly faster than before, although either difference is difficult to notice.

RECOMMENDED USES

Delivering units to remote locations. Dropping Siege Tanks behind enemy lines. Dropping Marines and Medics behind enemy lines.

FURTHER DETAIL

A compelling new cargo for a Dropship is a combination of Marines and Goliaths, and two Medics. Use this team in support of Battlecruiser fleets. Your Medics can restore any ill effects dealt to your fleet, while the Marines and Goliaths can help deal with any nearby opponents.

VALKYRIE

hit points (size)	200 (large)
build time	60
vision	10
cost (minerals / vespene gas / supply)	250 / 125 / 3
damage (type) / bonus	5 (explosive, splash) per rocket, 8 rockets / +1
attack range / cooldown	6 / 64
armor / bonus	2 / +1

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OVERVIEW

A sturdy but fairly slow and expensive air superiority fighter whose marginally useful missile volley attack is designed to devastate groups of enemy flying units, because it affects everything within a large radius.

HOW IT HAS CHANGED

The Valkyrie is a new addition to the Terran fleet.

RECOMMENDED USES

In large groups as anti-air deterrents. In large groups as anti-air hunters. Damage screen for Wraiths.

FURTHER DETAIL

Like the Firebat and the Vulture, the Valkyrie is a highly specialized military unit suitable only to particular situations. Unlike the Firebat and the Vulture, the Valkyrie is expensive to produce. Consequently, like the Firebat and the Vulture, the Valkyrie is destined to be neglected by most Terran commanders. This missile frigate is a slow air-to-air combat unit that fires a spread of eight rockets with every attack. The rockets hit within a wide field, and each rocket delivers splash damage, thereby allowing Valkyries to hurt several flying units at once. Unfortunately, the rockets are terribly weak. Heavily armored targets like Protoss Carriers and Terran Battlecruisers can shrug off Valkyrie attacks. Small units like Zerg Mutalisks only take half damage from each hit. The way to alleviate these shortcomings is to deploy Valkyries in large groups and only after all three



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weapons upgrades, in which case they can indeed deal some serious damage to enemy airforces.

However, Valkyries are expensive, so getting there will not be easy. A pair of them costs close to a Battlecruiser, a unit that is much more versatile, and in most situations, much more powerful. Or you could go the other route and build many more Wraiths with the same resources you could have used to build just a few Valkyries. At least Valkyries build fairly quickly, and their heavy armor and high hit points allow them to take a beating. But between their cost and their inability to attack ground targets, you are probably better off spending your resources elsewhere. After all, the Terran forces are designed to be versatile and complementary. The Valkyrie is neither. Goliaths, Marines, Wraiths, and Battlecruisers are all more cost-effective and serve essentially the same purpose.

SCIENCE VESSEL

hit points (size)	200 (large)
build time	80
vision	10
cost (minerals / vespene gas / supply)	100 / 225 / 2
armor / bonus	1 / +1
SPECIAL OPTIONS	
defensive matrix	100 energy per use
irradiate	150 / 150 to research
	75 energy per use, range 9
emp shockwave	200 / 200 to research
	100 energy per use, range 8

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OVERVIEW

Although unarmed, the Science Vessel is a powerful flying support weapon that not only detects cloaked enemy units, but has several useful offensive and defensive abilities.

HOW IT HAS CHANGED

Its cost has been altered to rely less heavily on Vespene Gas. Its sight radius and acceleration have been increased, making it much more useful as a scout. The Irradiate ability now inflicts up to 300 points of damage, and deals damage much more quickly than before; however, a Science Vessel can no longer use the ability in rapid succession. Nevertheless, the Science Vessel is far more potent than before.

RECOMMENDED USES

All-around defensive support, via cloak detection and Defensive Matrix. Scouting. Hit-and-run tactics and offensive support via Irradiate and EMP Shockwave.

FURTHER DETAIL

You must build Science Vessels in every military situation. Their reasonable cost, coupled with their extremely powerful special abilities, excellent speed and vision, and cloak detecting functions, make this once-neglected unit utterly essential. The Irradiate ability is an excellent means of killing Zerg Lurkers and Protoss Dark Templars, the otherwise-invisible attackers that might have otherwise caused you trouble. Irradiate remains one of your best weapons against the Zerg.



BATTLECRUISER

hit points (size)	500 (large)
build time	160
vision	11
cost (minerals / vespene gas / supply)	400 / 300 / 8
damage (type) / bonus	25 (normal) / +3
attack range / cooldown	6 / 30
armor / bonus	3 / +1
SPECIAL OPTIONS	
yamato gun	200 / 200 to research
	150 energy per use, 10 range

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OVERVIEW

The slow, massive Terran flying fortress is deadly against ground and air targets alike and is incredibly difficult to destroy, a combination that makes fleets of these huge spacecraft virtually invulnerable.

HOW IT HAS CHANGED

The Battlecruiser's base armor rating has been increased to three, and its Yamato gun special attack now inflicts 260 damage, allowing it to kill Protoss Scouts and Zerg Devourers with one shot.



RECOMMENDED USES

All-purpose offense. Damage screen for weaker units. Breaching enemy defenses via the Yamato gun.

FURTHER DETAIL

The new Protoss Corsairs and Terran Valkyries are hardly a match for the mighty Battlecruiser. Only Zerg Devourers stand to give it any trouble at all, but even they will be at a loss against fleets of these huge ships, which can kill Devourers and most every other flying unit with a single Yamato gun blast. The newly enhanced Protoss Photon Cannons are now a key target for the Yamato gun, but the Battlecruiser must fear the Protoss Dark Archon, whose Mind Control ability can suddenly turn the vessel against its allies. Special abilities that were very effective against Battlecruisers previously, like the Terran Ghost's Lockdown and the Zerg Defiler's Plague, can now be counteracted with the help of a Medic's Restoration ability.



THREE CHAPTER

THE ZERG AND THE BROOD WAR

Although the Zerg's ability to generate huge swarms of military units has slightly weakened, their bolstered defensive structures and new genetic strains make the Zerg even stronger than before.



Previously, the Zerg were vulnerable early in a battle, because their Sunken Colonies were ineffective, as were Zerglings and Hydralisks in small numbers. An early attack by Terran Marines or Protoss Zealots could end the Zerg's fight prematurely.

Furthermore, outside of a quick Zergling rush against the enemy supply line, the Zerg found it difficult to mount an early offense against either the Terrans or the Protoss, whose own defenses tended to work very well against small numbers. In the end, the Zerg had to expand their territory quickly and overwhelm the opponent through sheer numbers of Hydralisks or Mutalisks, made possible by vast reserves of resources, all while ignoring many of their other units that demand more micromanagement.

It is no longer plausible for the Zerg to mindlessly swarm the enemy position; fortunately, their newly upgraded defenses and units make the Zerg much more formidable early on, allowing them to plan a long-term strategy rather than constantly struggle with a kill-or-be-killed situation.

PRODUCTION STRATEGY

Hatcheries generate larvae slower than before, slowing unit production noticeably. This does not affect the Zerg early on, because their first Hatchery begins with three larvae. But once a fledgling base has been established, the Zerg will find it impossible to generate a substantial defensive garrison with just one Hatchery, and will have to build another to maintain a reasonable supply of fighting units. Fortunately, the Hatchery itself is less expensive to produce than before, although it does take longer to build than either the Terran Command Center or the Protoss Nexus.



This longer build time is especially problematic as the Zerg try to expand to other resource nodes; since the Zerg cannot construct defenses like Sunken Colonies until the Hatchery is complete, they are the most vulnerable of the three races as they build up new bases. At the same time, the Zerg still rely heavily on Vespene Gas, especially with their new Lurkers, which can be very useful for defending Hatcheries under construction. And early in the battle, defending is exactly what the Zerg should do. They must aggressively hold their ground and keep a sharp lookout for enemy scouts as they gather as many resources as possible. And since Hatcheries are comparatively inexpensive, it is often worth the risk for the Zerg to try to expand very quickly to get a head start on resources over the opponent. Just remember to cancel the structure before its completion, should the enemy discover your intention.

DEFENSIVE STRATEGY

Spore Colonies now build faster and deal normal damage, making them deadly against enemy Mutalisks. Sunken Colonies were practically worthless before, but no longer: They are now less expensive, faster to build, much stronger, and much quicker to strike. Units like Marines, Zealots, and enemy Zerglings that used to tear through Sunken Colonies now have a much more difficult time against them. There is no question whether you should use them to defend your base, because they are by far your most cost-effective means of fortifying your position early in a battle. Keep an Overlord near your Sunken Colonies to spot Protoss Dark Templars, who are no match for these powerful defenses. Of course, Sunken Colonies are hardly invincible, and are useless against flying units, so you'll want to support them with Hydralisks as soon as you can. Since you'll need Hydralisks no matter what, you'll have the option to build Lurkers.



It is to your advantage to research the Lurker Aspect as soon as you possibly can, because the earlier in the battle you have Lurkers, the more likely that your opponent will be unprepared to face them. Use Lurkers much like a Terran commander would use Vulture Spider Mines, either by burrowing them just outside your own base, or just outside the enemy's. Of course, unlike Spider Mines, Lurkers can keep fighting, and cannot hurt your own forces, so use them to protect your supply lines and fledgling expansions. Be careful not to morph too many Lurkers, however, because an enemy who catches on to that trend could easily modify his unit production to counter them.

A key Zerg advantage is that their best defensive units also happen to be their best offensive units. Having plenty of Hydralisks around your base, along with Mutalisks and Guardians for point defense, tends to be your best means of defending your position later in a battle. At the same time, these forces comprise the brunt of almost every large-scale Zerg attack. It is always a good idea to support these units with Queens, whose Ensnare and Spawn Broodlings abilities can make the difference between victory and defeat. Likewise, the often-overlooked Defiler and its Dark Swarm ability makes Hydralisks into absolutely unstoppable anti-air defense. You have little hope of defending against Terran Battlecruisers and Protoss Carriers without using Dark Swarm to protect your Hydralisks.

OFFENSIVE STRATEGY

Of the three races, the Zerg are the most versatile when it comes to mounting an attack. Their Hydralisks and Mutalisks are inexpensive and quick to build, and deadly against all manner of enemy when deployed in masses. Nevertheless, the Zerg stand an even better chance of winning if they incorporate other, more specialized units into their attack. Zerglings, for instance, can deal damage even faster than Hydralisks once they are



fully upgraded, and make for excellent ground support next to their larger cousins. Though primarily fit for defense, Lurkers are hardy enough to be useful in an attack if you can protect them with Hydralisks.

Ultimately, though, the Zerg's military has not changed very much. It is true that the previously ineffectual Zerglings and Ultralisks have both been improved thanks to their enhanced upgrades, while the Defiler is more expensive than before. Nevertheless, as in the past, you will find that Hydralisks and Mutalisks will be the key to victory.

VERSUS PROTOSS

The Protoss will have the most trouble countering your new Lurkers, because Protoss commanders tend to use their Robotics Facilities to build Reavers rather than Observers, which are the Protoss' only means of detecting your burrowed attackers. Use Sunken Colonies to defend your position before Lurkers are available, then use these new units to protect your forces as you expand your territory, or better yet, to prevent the enemy from expanding his own domain. Lurkers are also a great means of thwarting the Protoss High Templar, whose Psionic Storm remains the Zerg's worst enemy. The Queen's Spawn Broodlings, with their enhanced range, can also be used to kill High Templars, often before they have a chance to unleash their attack. The newly enhanced Dragoons will pose more of a threat to your Hydralisks but are still at a disadvantage thanks to their poor rate of fire. You still have much to fear from Reavers, and especially the newly enhanced Protoss air force, which must be fought with your new Devourers. The Defiler's Dark Swarm is perfect for dealing with Dragoons and flying units alike, although there remains no obvious solution to a Reaper attack. Your speedy Zerglings, if deployed in small clusters, prove rather effective against these hulking robots. Try to have Overlords watching over every point of your bases in case the Protoss



send Dark Templars, and try and have Hydralisks or Mutalisks nearby to deal with them. Do not clutter all your Overlords in some corner, because Protoss Scouts and Corsairs would be able to kill them all very quickly.

VERSUS TERRAN

Terran defenses remain difficult to breach with the Zerg forces during all stages of the battle; early on, Firebats and Marines make serious trouble for your Zerglings and Hydralisks. Later, Siege Tanks, Bunkers, and Missile Turrets compensate for your greater numbers. And toward the end, Battlecruisers can seem unstoppable. The key is to outthink and outmaneuver your enemy, because for all of his units, you have a counter. Lurkers can easily stop early Marine rushes, but are ineffective, later thanks to the Terrans' Comsat Sweep. Your Queens and Defilers should play a decisive role. Siege Tanks die instantly to Spawn Broodlings, even as any other Siege Tanks in the area fire on the creatures left in the wake of the destruction, thereby damaging the surroundings to your benefit.

Plague can help bring down Terran defenses as well, but Defilers are best used for their Dark Swarm, allowing your Hydralisks to fight with no fear of retaliation from Marines, Battlecruisers, and other dangerous ranged units. Don't waste your time and resources trying to take down Battlecruisers with Scourges, but rather try a combination of Devourers and Mutalisks, together with Ensnare and Plague, and Hydralisks from the ground. Your Guardians remain an enticing means of destroying Missile Turrets to make way for your Mutalisks, but upgraded Goliaths can pose a real threat to the sluggish creatures. Ultimately, remember that Terrans are ill-equipped to deal with Zerglings, and certainly the newly enhanced Ultralisks, when these units are protected under the Dark Swarm.



VERSUS ZERG

Opposing Zerg commanders, in the end, are going to use a lot of Mutalisks and Hydralisks against one another. Spore Colonies can go a long way toward stopping enemy Mutalisks now that they deal normal damage, while Scourges are very effective against all Zerg flying units, especially Guardians and the new Devourers. The Queen's Ensnare invariably makes the difference when equal numbers of Zerg fight one another, while the Defiler's Plague can cause serious damage to enemy swarms. It is in your best interest not to use Ultralisks against enemy Zerg, because Queens can kill them easily with Spawn Broodlings. On the other hand, the new Lurkers are rather powerful against enemy Zerg, because their spine attack can tear through Zerglings and Hydralisks with relative ease. If you can reach Lurkers before the opponent can upgrade his Overlords' speed, you can cause him serious trouble using hit-and-run tactics around his base. In the end, expect an opposing Zerg commander to try to get the upper hand by gathering more resources. If you scout aggressively early in the battle, you may be able to catch his expansion before it is well-defended, thus crippling his production where he sought to expand it.

ZERG UNITS

DRONE

hit points (size)	40 (small)
build time	20
vision	7
cost (minerals / vespene gas / control)	50 / 0 / 1

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damage (type) / bonus	5 (normal) / +0
attack range / cooldown	1 / 22
armor / bonus	0 / +1

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OVERVIEW

Although the Drone must be sacrificed for any Zerg structure to be built, its innate healing powers, its ability to burrow underground, and its role as gatherer all make the creature highly reliable under military conditions.

HOW IT HAS CHANGED

The Drone itself remains identical. However, because Sunken Colonies are now much more powerful and less expensive, your ability to defend your supply line, especially early in a battle, has significantly increased.

RECOMMENDED USES

Construction and resource-gathering. Early scouting. Territorial expansion.

FURTHER DETAIL

It tends to be wise to burrow your Drones if they are attacked unexpectedly. Because Drones cost one unit of control, but structures do not, you can cheat your control limit early in a battle: Once you reach your control limit, have two Drones begin to morph themselves into a Creep Colony and an Extractor, your two least expensive structures. Your control



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will decrease by two, allowing you to morph two more Larva into Drones. Now cancel both the Creep Colony and Extractor, and use those Drones to keep mining minerals. In the end, you will exceed your control limit by two Drones, giving you an edge over the opponent in early production (although you'll still need an Overlord very soon). This tactic, made popular by season III tournament finalist :+:jolly:+:, is useful if you wish to build a second Hatchery early on to get a big head start in resources, at the cost of early defenses. Building a second Hatchery early is always risky, but rewarding if successful.

OVERLORD

hit points (size)	200 (large)
build time	40
vision	9 (+2)
cost (minerals / vespene gas / control)	100 / 0 / +8
armor / bonus	0 / +1

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OVERVIEW

This multi-purpose, all-important Zerg flying monstrosity is defenseless but excels at its function as farm, scout, detector, and transport.

HOW IT HAS CHANGED

The Pneumatized Carapace speed upgrade makes Overlords significantly faster than before, and the Ventral Sacs transport research is completed more quickly. However, with the advent of Terran Valkyries, Protoss Corsairs,



and Zerg Devourers, in addition to improvements to Terran Goliaths and Wraiths, and Protoss Dragoons and Scouts, Overlords now have many more dangerous enemies.

RECOMMENDED USES

Scouting, cloak detection. Transporting troops to remote regions.

FURTHER DETAIL

It is more important than ever to keep your Overlords well protected. Keeping all of them cluttered together can be disastrous thanks to the new air units for each race, which are designed to kill groups of flying units quickly. Fortunately, Overlords have at least some chance of escaping airborne enemies now, thanks to the dramatic speed increase from the Pneumatized Carapace upgrade. This upgrade also makes Overlords the single best transport unit around, better even than speed-upgraded Protoss Shuttles whose poor acceleration tends to downplay their high top speed. And because you'll always have plenty of Overlords around, tactics like massed Hydralisk drops are now much more effective. Also try delivering the new Zerg Lurker behind enemy lines, because it can wreak havoc in those regions where the opponent cannot detect its presence.

ZERGLING

hit points (size)	35 (small)
build time	28
vision	5

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cost (minerals / vespene gas / control)	50 / 0 / 1 (per pair)
damage (type) / bonus	5 (normal) / +1
attack range / cooldown	1 / 8
armor / bonus	0 / +1

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OVERVIEW

Although easily killed, the ravenous Zerg ground attacker is very inexpensive, yet deadly in vast groups, especially when fully upgraded for speed and damage and when backed by more powerful Zerg strains.

HOW IT HAS CHANGED

The Adrenal Glands attack rate upgrade, though slightly more expensive than before, grants the Zergling a rate of attack that's nearly twice as fast as normal. The results, in practice, are startlingly more effective.

RECOMMENDED USES

Early scouting, invisible scouting while burrowed, early supply-line assault, full-scale assault.

FURTHER DETAIL

Fully upgraded Zerglings are truly a force to be reckoned with. They can overwhelm and devastate any enemy structure with little trouble. The Zergling's greatest shortcoming remains its poor constitution, so as before, you'll want to send Zerglings in behind units like Hydralisks and Ultralisks that are better equipped to absorb damage. Better yet, use the



Defiler's Dark Swarm ability, which nullifies newly enhanced units like the Protoss Dragoon and the Terran Goliath, not to mention most other ranged combat units. As a rule, if Zerglings are not killed quickly, they will quickly kill whatever they are up against. Do not neglect huge hordes of Zerglings as a perfectly viable attack force late in a battle.

HYDRALISK

hit points (size)	80 (medium)
build time	28
vision	6
cost (minerals / vespene gas / control)	75 / 25 / 1
damage (type) / bonus	10 (explosive) / +1
attack range / cooldown	4 (+1) / 15
armor / bonus	0 / +1
SPECIAL OPTIONS	
lurker aspect	125 / 125 to research

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OVERVIEW

This terribly efficient Zerg warrior remains a fast, inexpensive, and formidable solution to almost any combat situation, and is the backbone of the Zerg ground forces.

HOW IT HAS CHANGED

The Hydralisk builds slightly slower than before. This change is only marginal in practice, but slightly hinders Hydralisk production in the long run.



RECOMMENDED USES

All-purpose attack and defense. Morphing into Lurkers.

FURTHER DETAIL

Like the Terran Marine, the Zerg Hydralisk remains arguably the single most versatile combat unit. Fully upgraded and in large groups, Hydralisks can devastate all opponents and structures, and are vulnerable only to area-effect attacks like the High Templar's Psionic Storm. Even though the Terran Goliath and Protoss Dragoon are now significantly more powerful than before, both are still no match for swarms of Hydralisks. Hydralisks are now an even more vital component of the Zerg military than before, as they have the new ability to morph into the Lurkers, which forgo the Hydralisk's quickness and adaptability for a deadly, invisible ground attack.

LURKER (NEW)

hit points (size)	125 (large)
build time	40
vision	8
cost (minerals / vespene gas / control)	50 / 100 / 2
damage (type) / bonus	20 (normal, splash) / +2
attack range / cooldown	6 / 37
armor / bonus	1 / +1

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OVERVIEW

The mutation of the Hydralisk is ideal for defense, as it forsakes its cousin's versatility for a specialized physiognomy designed to burrow underground and attack from out of sight, with powerful rows of spikes that can decimate groups of unwary ground opponents.

HOW IT HAS CHANGED

The Lurker is a new genetic strain not previously available.

RECOMMENDED USES

Early defense. Ambush. Supply-line assault, full-scale attack support.

FURTHER DETAIL

This large, fairly slow unit is defenseless as it lumbers about. Unlike other Zerg strains, it can innately burrow underground; and unlike other Zerg strains, it can attack while burrowed. Its attack is fairly slow, but has longer range than the Hydralisk's, yet its most important attribute is its ability to hit as many enemies as can get in its way. Clusters of Terran Marines and Protoss Zealots caught unawares fall like wheat to the scythe before even just one or two Lurkers, and have no hope of retaliation without any cloak-detecting units in the vicinity. Fortunately, friendly Zerg units need not fear being injured in the attack.

Lurkers have certain shortcomings. They are expensive, especially early in a battle, when you'll most want to have them around. Unlike Hydralisks, they cannot attack flying opponents. And, if detected, Lurkers can be killed without too much trouble, especially by special attacks like the



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Terran Science Vessel's Irradiate and the Protoss High Templar's Psionic Storm. The Lurker's defensive efficiency is also downplayed by the newly enhanced and cheaper Sunken Colonies. In general, they are a riskier option than Hydralisks, but a potentially rewarding one.

You can morph Hydralisks into Lurkers after researching Lurker Aspect from your Hydralisk Den, once you've morphed your Hatchery into a Lair. This is a costly decision at a time when resources are crucial to your success. Fortunately, unlike Hydralisks, Lurkers work very well in small numbers. The best way to use them is to scatter them about an area rather than cluster them together. This allows them to crisscross their spine attacks to affect a much larger territory, and also prevents the enemy from being able to effectively flee. Spreading your Lurkers out ultimately makes them much more difficult to kill, and much more effective in battle.

The Lurker works best as a deterrent early in a battle, allowing you to climb the technology tree and gather resources in relative peace, in preparation for a large assault. Place a few in front of your base and watch the enemy forces fall back in panic. Scatter them about the map. Lurkers force your opponent to watch his every step, trailing all his forces with sluggish cloak-detecting units. And these psychological and tactical benefits more than justify the Lurker's cost.

QUEEN

hit points (size)	120 (medium)
build time	50
cost (minerals / vespene gas / control)	100 / 150 / 2
vision	10
armor / bonus	0 / +1

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SPECIAL OPTIONS

infestation

parasite

75 energy per use, range 12

spawn broodlings

200 / 200 to research

150 energy per use, range 9

ensnare

100 / 100 to research

75 energy per use, range 9

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OVERVIEW

The Zerg's flying support unit remains unmatched as a reconnaissance gatherer, and is an excellent battlefield equalizer with her Spawn Broodlings and Ensnare abilities.

HOW IT HAS CHANGED

The range of the Queen's Spawn Broodlings ability has been increased slightly. The range of the Queen's Parasite ability has decreased slightly, even as its cost per use has increased to 75 energy.

RECOMMENDED USES

Scouting and reconnaissance, offensive and defensive support.

FURTHER DETAIL

The Queen is more vulnerable now, thanks to the new air units and the upgraded Terran Goliaths and Protoss Dragoons. Still, her three abilities



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remain highly useful in support of the Zerg's standard ground and air forces, although the Zerg will be somewhat dismayed to find that the Teran Medic can cure the effects of the Queen's Parasite.

SCOURGE

hit points (size)	25 (small)
build time	30
vision	5
cost (minerals / vespene gas / control)	25 / 75 / 1 (per pair)
damage (type) / bonus	110 (normal) / +0
armor / bonus	0 / +1

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OVERVIEW

Although not cost-effective and very easily killed, the suicidal Scourges are suitable for devastating enemy flying units, especially if the enemy is distracted by other Zerg forces.

HOW IT HAS CHANGED

Scourge hit points have increased by five, a slight change that may make the difference. Scourges are effective against all three races' new air units, all of whose attacks are ineffective against these small, fast suicide bombers.



RECOMMENDED USES

Air-to-air support, especially against Protoss Carriers and Corsairs, and Zerg Guardians and Devourers.

FURTHER DETAIL

Contrary to popular belief, Scourges are a poor means of defending against Terran Battlecruisers, which are better dealt with by a combination of Mutalisks and the new Devourers. Scourges are, however, effective against most other slow flying units, especially when that sluggishness is exacerbated by the Queen's Ensare ability. Scourges are very effective against Protoss Corsairs, whose attack is weak against them.

MUTALISK

hit points (size)	120 (small)
build time	40
vision	7
cost (minerals / vespene gas / control)	100 / 100 / 2
damage (type) / bonus	9-4-1 (normal) / +1
attack range / cooldown	4 / 22
armor / bonus	0 / +1
SPECIAL OPTIONS	
guardian aspect	
devourer aspect	

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OVERVIEW

This fast, versatile, and inexpensive Zerg flying unit is incredibly powerful in large groups, especially when supporting its Guardian and Devourer cousins in combat.

HOW IT HAS CHANGED

The Mutalisk remains identical, although the advent of the Devourer makes it a much more viable weapon against powerful Terran and Protoss warships when used in conjunction with its larger cousin.

RECOMMENDED USES

All-purpose offense, hit-and-run tactics, surgical strikes. Morphing into more specialized Guardians and Devourers.

FURTHER DETAIL

The fast, inexpensive Mutalisk will have a more difficult time dealing with the newly enhanced Terran Goliaths and Protoss Dragoons. Terran Wraiths and Protoss Scouts, now stronger than before, will also prove more challenging to defeat. However, with the help of the new Devourer, Mutalisks are perfectly capable of crushing any other flying unit, even Terran Battlecruisers and Protoss Carriers. Because of its low cost and its powerful support strains, the Guardian and the Devourer, the Mutalisk remains arguably the single best flying unit.



GUARDIAN

hit points (size)	150 (large)
build time	40
vision	11
cost (minerals / vespene gas / control)	50 / 100 / 2
damage (type) / bonus	20 (normal) / +2
attack range / cooldown	8 / 30
armor / bonus	2 / +1

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OVERVIEW

A slow, expensive, and vulnerable flying siege weapon whose remarkably long range and terrific destructive power make the perfect combination for eliminating enemy ground defenses, although its inability to target flying opponents renders it helpless against airborne attackers.

HOW IT HAS CHANGED

The Greater Spire mutation is slower than before. The Guardian itself remains identical, but because many of its enemies, like the Terran Goliath and Wraith, and Protoss Dragoon and Scout, are more powerful than before, it must be defended more carefully.

RECOMMENDED USES

Sieges against enemy defenses. Support for Hydralisks and Mutalisks.



FURTHER DETAIL

Beware the Terran Goliath, whose extremely powerful upgraded ground-to-air attack has range equivalent to the Guardian's. Fortunately, Guardians can much more easily group their fire against Goliaths, which cannot cluster. Otherwise, although Guardians now have more airborne enemies, a combination of Mutalisks and Devourers can keep them safe.

DEVOURER (NEW)

hit points (size)	250 (large)
build time	40
vision	10
cost (minerals / vespene gas / control)	150 / 50 / 2
damage (type) / bonus	25 (explosive) / +2
attack range / cooldown	6 / 100
armor / bonus	2 / +1

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OVERVIEW

A large, heavily armored aerial support weapon whose slow but powerful air-to-air attack is designed not only to severely damage its target, but to coat all surrounding units in armor-eating acid that temporarily makes its targets suffer more damage each time they are hit.

HOW IT HAS CHANGED

The Devourer is a new, previously unavailable genetic strain.



RECOMMENDED USES

Supporting Mutalisks against all enemy air units. Screening Mutalisks from damage.

FURTHER DETAIL

The Devourer is by far the hardiest Zerg flying unit, and is second only to the Ultralisk in sheer hit points. It is genetically engineered to support the Mutalisk in air-to-air combat, and is only marginally effective without its smaller cousin, because of its terribly slow rate of attack. The Devourer's corrosive acid has a long range and inflicts significant damage to the target, but the acid's true power lies with its ancillary effects. Although only the Devourer's target takes damage, it and all adjacent enemy air units are splashed with purple acid spores. Up to nine acid spores may be affixed to a target (use nine Devourers to attack at once), and each acid spore reduces the afflicted unit's armor rating by one, and reduces its rate of attack by one eighth. Armor may be reduced past zero. The combined effect is that, after nine acid spores, the afflicted targets will attack at less than half their normal rate, and will be dealt nine points of extra damage with every attack.

It just so happens that acid spores work very well in conjunction with the Mutalisk's Glave Wurm attack. The acid spore armor reduction affects all three hits, such that each Glave Wurm hit receives the damage bonus. Thus, with the Devourer's help, not only can Mutalisks deal tremendous damage to groups of heavily armored targets like Terran Battlecruisers, but they can also last a lot longer against them, thanks to the attack rate reduction. What's more, the Devourers themselves will ideally absorb the enemy's first wave of firepower, allowing the Mutalisks to close in for the kill unscathed. The Devourer and Mutalisk combination is made all the more effective by the Queen's Ensnare ability, and although this combination is somewhat difficult



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to coordinate, its effects are utterly devastating. Use this trio together with Guardians to mount an indefensible all-purpose aerial siege.

DEFILER

hit points (size)	80 (medium)
build time	50
vision	10
cost (minerals / vespene gas / control)	50 / 150 / 2
armor / bonus	1 / +1
SPECIAL OPTIONS	
dark swarm	100 energy per use, range 9
plague	200 / 200 to research
	150 energy per use, range 9
consume	100 / 100 to research
	+50 energy per use

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OVERVIEW

A specialized Zerg strain that, while fairly expensive, physically weak, and difficult to maintain, nonetheless commands powerful special abilities that can either devastate the enemy outright or facilitate the destructive powers of the Defiler's more aggressive brethren.

HOW IT HAS CHANGED

The Defiler is more expensive to produce than before, although late in a battle its cost is still relatively small considering its potential for destruction.



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Because Zerglings are much more deadly with the newly improved Adrenal Gland upgrade, the Defiler's Dark Swarm ability is now even more valuable.

RECOMMENDED USES

Screening Zerglings and Hydralisks from ranged attacks with Dark Swarm. Causing chaos and destruction to enemy garrisons and clustered attacks with Plague.

FURTHER DETAIL

The widely neglected Defiler remains one of the more powerful Zerg units in the right hands. The improved Zerglings and Ultralisks become all the more powerful when shielded from ranged attacks within the confines of a Dark Swarm, and neither Terran nor Protoss are well-equipped to deal with the devastating Plague ability.

ULTRALISK

hit points (size)	400 (large)
build time	60
vision	7
cost (minerals / vespene gas / control)	200 / 200 / 6
damage (type) / bonus	20 (normal) / +3
attack range / cooldown	1 / 15
armor / bonus	1 / +1

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OVERVIEW

While it must attack at close range, the heavily armored and powerful Zerg Ultralisk can screen its less robust brethren from enemy fire, even as it closes the distance and tears its enemies to pieces with its powerful blades.

HOW IT HAS CHANGED

The new Chitinous Plating armor and Anabolic Synthesis speed upgrades, while slow and costly to research, effectively making Ultralisks even more difficult to deploy in battle, increase their effectiveness tremendously. Now these behemoths are virtually unstoppable in large groups.

RECOMMENDED USES

Fully upgraded, for punching through otherwise impenetrable defenses to make way for Hydralisks and Zerglings.

FURTHER DETAIL

Ultralisks are not cost-effective until they are fully upgraded for weapons and you've researched both their new genetic enhancements. Furthermore, Ultralisks demand to be used in large groups. The investment is therefore very costly and at least a little risky since they cannot attack flying targets. Nevertheless, if no choice exists but to attack the enemy head-on, there are few better ways to do so than by sending upgraded Ultralisks. Just be sure to back them up with Overlords to spot hidden attackers, and Defilers whose Dark Swarm can protect them from flying assailants.



INFESTED TERRAN

hit points (size)	60 (small)
build time	40
vision	5
cost (minerals / vespene gas / control)	100 / 50 / 1
damage (type) / bonus	500 (normal, splash*) / +0
armor / bonus	0 / +1

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OVERVIEW

The rarest unit on the battlefield is expensive and difficult to deploy properly, but its suicide attack is perfectly deadly, so much so that it can kill groups of enemies all at once, and even bring enemy structures to the ground.

HOW IT HAS CHANGED

The Infested Terran remains the same.

RECOMMENDED USES

Demolishing enemy structures, groups of weak or short-range enemy units.

FURTHER DETAIL

The Infested Terran retains its role as a purely psychological weapon, because its slow speed, rather high cost, and propensity to hurt Zerg along with its enemies prevent it from being effective as a suicide bomber.



PART TWO

THE CAMPAIGN WALK-THROUGHS

What follows is reconnaissance data designed to see you through every campaign scenario in the Brood War, broken across the three campaigns and by individual mission. You will be provided with as little or as much information as you need on a mission-per-mission basis. Note, however, that most scenarios are very flexible, and you can complete your objectives in a variety of ways.



So keep in mind that each walk-through represents but a single thoroughly tested solution to a problem. Each walk-through contains four pieces of information that are designed to be increasingly useful in assisting you with your task. They are the following:

OVERVIEW: This is a concise description of your mission objective. Because your superiors' mission briefings tend not to be entirely accurate or clear, this information offers a more lucid alternative and will help you to better understand what you must accomplish over the course of the mission.

POSSIBLE EXPANSIONS: A steady flow of resources is imperative to your success in virtually every scenario. This section of the walk-through will provide you with detailed information on every available resource patch in your vicinity, including their locations, whether they are defended, and when you may wish to build an auxiliary base in the vicinity. If you find yourself running low on resources during a mission, look to this data for a resource patch you might have missed.

KEY POINTS: This section offers specific hints and advice on your particular situation, including how to cope with any technological restrictions to your military, and what you can expect from the enemy. Whereas the Overview section provides a macrocosmic view of the forthcoming battle, this section offers a more minute description of how to handle specific circumstances within the mission.

WALK-THROUGH: Here you will be provided with thorough instructions on how to complete the mission. Although your ability to manage your forces will factor heavily in the outcome of your attempts, these step-by-step directions will tilt the odds in your favor. The walk-through complements the three preceding sections and will provide a contingency plan when the preceding information is not sufficient.



FOUR

CHAPTER

THE PROTOSS CAMPAIGN

The Protoss military campaign, The Stand, spans eight missions over the course of which the psychic race must flee their homeworld of Aiur and continue the fight for their lives on the Dark Templar planet Shakuras.



Over the course of the campaign, you will meet the young Praetor Artanis and the revered Dark Templar matriarch Raszagal, and will once again encounter the resourceful Dark Templar Zeratul, Tassadar's old companions Jim Raynor and Fenix, and even the Zerg queen Kerrigan.

The Protoss missions demand that you make use of the new Dark Templar assassins, Corsair medium starfighters, and Dark Archon psionic warriors in conjunction with the surviving Protoss forces. You will have to manage these effectively not only against the vile Zerg and the ignorant Terrans, but even in hindsight of Tassadar's noble sacrifice, you will face more civil unrest with rival Protoss.

MISSION 1: ESCAPE FROM AIUR

OVERVIEW

Guide Zeratul through maze-like canyons infested with Zerg. Use his escort of Zealots and Dragoons to find a small garrison of Protoss survivors, including High Templars. Use these remaining forces to press your way to the southeast corner of the map, where Zeratul can reach the Warp Gate.



POSSIBLE EXPANSIONS

You will not construct a base for this mission. You will find a small garrison, including two fully charged Shield Batteries, just east of the center of the map, along the northern border. These Batteries can restore Zeratul and your Archons and Dragons.

KEY POINTS

Do not be hasty with Zeratul; though he is heavily shielded and invisible to most Zerg units, there are many Overlords and burrowed Zerg about the map that can collectively ambush and overwhelm him should he stray too far from his escort. Keep your Zealots in front, followed by Zeratul and the Dragons.

WALK-THROUGH

The path to victory is a zigzag. You must work your way all the way south, fighting back Zerglings that will continually emerge from Nydus Canals. You will stumble into a huge battle between Zealots, Zerglings, and Hydralisks all the way to the south. Help as best you can; the surviving Zealots will be yours to command. Make your way east, then proceed north. Along the way, you'll find more Dragons and Zealots to help you face Sunken Colonies and even Ultralisks. Your Zealots, backed by Zeratul and your Dragons, should be able to deal with them effectively.

You'll find a garrison all the way to the north, including two fully charged High Templars, an Archon, and more Zealots and Dragons. Use



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The High Templar's Psionic Storm can make short work of your Zerg enemies, and these Shield Batteries can replenish your forces.

this force to inch your way east, until you find a Nydus Canal spilling out Hydralisks. Use a Psionic Storm to soften them up, then charge with your Zealots and take it out. Proceed south, past more burrowed Zerg and Sunken Colonies. Tread carefully, using Psionic Storm as necessary; remember to return to your Shield Batteries if you need to. You'll find a cliff face that forces you to move westward. Follow the cliff face until you find the ramp leading up. Move Zeratul up that ramp and onto the beacon near the Warp Gate.



MISSION 2: DUNES OF SHAKURAS

OVERVIEW

Use a small expeditionary force to set up a base just west of its starting position. You will come under attack by Hydralisks, but Dark Templars will appear and save you. You must then build up your base and ultimately eliminate the Zerg presence, southeast of your base.

POSSIBLE EXPANSIONS

Your western base may be sufficient. If you decide to expand, you shouldn't do so until you've heavily fortified your original base. You'll find more resources in the southwest corner of the map. Several Sunken Colonies and a Spore Colony defend the position, but a group of Zealots and Dragoons should be able to take it easily. There is a large, undefended mineral node on the opposite side of your original base, but there is no Vespene Gas geyser there, so expand to that location only if absolutely necessary.

KEY POINTS

You cannot build a Fleet Beacon or an Arbiter Tribunal for this mission; Corsairs and Dark Archons are also unavailable. Scouts are only marginally useful, because you cannot upgrade their speed, and can only upgrade their weapons and armor once. You will not face Lurkers, so you will not require Observers when you mount your attack. You will not face vast



groups of enemies, so High Templars and Psionic Storm will not be essential. Dragoons and Zealots should comprise the brunt of your forces, and a Reaver near a Shield Battery and several Photon Cannons will help fend off half-hearted enemy attacks on your position.

WALK - THROUGH

Move your Zealots west, and follow with your Probes. Make sure to keep them safe as your Zealots take care of any Zerglings you encounter on the way. You'll find plenty of minerals and a gas geyser, so promptly set up a Nexus and a Pylon with your starting resources. Put all your Probes on minerals at first, and use your remaining surplus to build two more Probes. Set up an Assimilator afterward, and be prepared for a Hydralisk attack around this time. Dark Templars will help deal with them, but you'll need to use your Zealots, or those Hydralisks could do some damage. The Dark Templars will prove very helpful for defense from here on.

Build up your base defensively; attackers will approach from the south, but Overlords may drop Zerglings and Hydralisks from virtually any southern angle. Photon Cannons along the ridge will be useful, and defend the southern ramp leading up to your plateau with more Cannons and a Reaver. You needn't build a Stargate; your money here is better spent on Dragoons. Make sure you upgrade their weapons and research the Singularity Charge as soon as possible.

Once you've amassed about a dozen Zealots and upgraded their weapons and speed, you can charge them down the ramp and across the bridge to the southwest corner of the map, where they'll quickly deal with the small Zerg presence guarding the resource node. Send a few Dragoons along in case Mutalisks show up. Leave the survivors at the resources and send a Probe to set up an expansion.

Build some new Probes at your original base and have them ready to go at your expansion as soon as it's ready. Defend with Photon Cannons. Amass





A combined force of Zealots, Dragons, and Scouts can make short work of the Zerg presence in this region.

a couple dozen Zealots and a dozen or more Dragons. Move them northeast from your expansion, and be prepared to deal with a Sunken Colony up the first ramp you find. Assemble your troops on high ground, then charge them south, then southwest. Sunken Colonies, Zerglings, Hydralisks, and Mutalisks will give your forces some trouble, but with numbers such as yours, you should be able to level the Zerg base with little trouble.

MISSION 3: THE LEGACY OF THE XEL'NAGA

OVERVIEW

A lone Zerg Cerebrate, surrounded by a sizeable Zerg garrison, exists on an island west of your starting position. You must build up a base,



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defending it from Zerg Overlord ambushes all the while, until you are prepared to lay siege to the island. The new Protoss Corsair, with its Disruption Web ability, will help by nullifying the island's Spore Colony defenses. A fleet of Scouts will be valuable for surgical strikes, but you'll finally need to finish the job with Dark Templars, who must deal the killing blow to the Cerebrate.

POSSIBLE EXPANSIONS

You'll see an expansion northwest of your starting position. Soon after the mission begins, Corsairs and Dragoons will be deployed to take care of the Zerg presence there. You should then move those forces to your starting position to help defend what you have; you needn't expand until your original base is heavily fortified with Photon Cannons and Dragoons.

KEY POINTS

You will see the Corsair's Disruption Web ability in action here. You are advised to put it to use when you finally attack the Cerebrate's island. Because there is no land bridge connecting your base to the enemy, the enemy will send many Overlords bearing deadly cargo your way. With good scouting and good Dragoon and Photon Cannon positioning, you can stop many of these invasions cold. Beware, though, for enemy Queens will kill off some of your Dragoons with their Spawn Broodlings ability. Expand only when you have a lot of minerals available and set up five or so Photon Cannons along with your new Nexus.



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WALK - T H R O U G H

Rapidly build up your base. Once the Corsairs and Dragoons do their work, move them to your original position. Don't hesitate to line the coast with Photon Cannons when resources allow. Two Gateways producing Dragoons will also help, but keep in mind that you won't be able to attack the enemy with them directly. When your base is fortified, move a Probe and a small garrison to the northwest expansion and set up a new Nexus and plenty of Cannons. The resources from these two points will allow you to build up a fleet of 12 Scouts, which you should upgrade for speed and weapons. Also be sure to research the Argus Jewel for increased Corsair energy, and consider adding a few Corsairs to your original four, which you should keep out of action until you're ready to attack the Cerebrate.



Once your Scouts have smashed the Cerebrate's defense, drop a team of Dark Templars to finish it off.



Once your Scouts are ready, you'll want to use your Corsairs to lay down Disruption Webs over the Spore Colonies around the base. Any angle of approach is fine, but you may wish to hug the southern border of the map and work your way north, since most of the enemy Overlords are there just waiting to be killed by your Scouts. Work slowly, eliminating the Spore Colonies one at a time and grouping your Scouts against Hydralisks and Mutalisks. Run them back to the Shield Battery when necessary, and replace any that are lost. You can clear most of the island this way, but eventually you'll need to use a Shuttle to drop several Dark Templars onto the island. Use them to kill the Cerebrate, thereby completing the mission.

MISSION 4: THE QUEST FOR URAJ

OVERVIEW

Obliterate a Terran base and set up your own in its wake. Defend your position against basic Terran military units. Cut your way through basic Terran defenses to the southeast corner where the Uraj Crystal lies, and move Kerrigan to that point.



POSSIBLE EXPANSIONS

You'll find a lightly defended Terran position to the southwest of your starting position. The sooner you take it down, the sooner you can claim the minerals for yourself. If you need another expansion, which you likely will not, there is another Terran base on the opposite side of the map whose position you can claim accordingly.

KEY POINTS

Those three fully upgraded Reavers you start with will last you the whole battle, as long as you keep them safe. Therefore you don't need to build a Robotics Support Bay unless you really want to, although you'll still want an Observatory for Observers. You have no air support for this mission, and so you'll find that Dragoons and Zealots will do most of the work for you. Dark Templars will not be very useful in this mission, because the Terrans are heavily fortified with cloak-detecting Missile Turrets in most parts of the map. However, the Terran base to your southwest is not defended with Missile Turrets and is therefore vulnerable to the cloaked Kerrigan if she attacks immediately; if you hesitate, the Terrans will use Comsat Sweeps to reveal her position. Keep in mind that your goal is only to get Kerrigan to the beacon; you needn't eliminate the Terran presence on the map unless you feel particularly bloodthirsty.

WALK-THROUGH

Watch as Reavers and Dragoons are shuttled in on the lightly defended Terran base. As soon as Kerrigan and the Probes arrive, and the Command Center is destroyed, get to work on a Nexus. Set up your base defensively;



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quickly prepare a Shield Battery to keep those Reavers alive, and fortify your position with Photon Cannons. Meanwhile, cloak Kerrigan and order her southwest, where you'll find a Terran base that is not equipped to deal with an invisible enemy. She won't have time to raze the base alone, but you can use her to cripple it. Go for its defending units, including Goliaths and Siege Tanks, and stick around until the Terrans figure out how to Comsat, or Kerrigan runs low on energy. Then move her back to the safety of your base.



Your fully upgraded Reavers will smash this Terran installation in no time, and will fiercely defend your base through the remainder of the mission.

Assemble a small force of Zealots and Dragoons, upgrade them substantially, and use them to finish off the southwestern base. Build an expansion and defend it with Photon Cannons and one of your Reavers. You may wish to similarly eliminate the lightly defended base to the far east of your new expansion, and set up a second expansion there if you like.



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Although they will face fierce resistance from Siege Tanks, your Dragoons can burn a path through enemy lines at this point, allowing Kerrigan to reach her goal.

Assemble plenty of Zealots and Dragoons. Make sure you have an Observer backing them up in case cloaked Wraiths strike back. Fight your forces through the canyon near the center of the map and find the upward ramp along the west ridge. Be prepared for Bunkers and Siege Tanks to do their worst against you, but they shouldn't last long between your Zealots and Dragoons.

Once up the ramp, you won't find much more opposition as you work your way all the way south. Now work your way all the way east, until the Uraj is nearby, just to your north on lower ground. Use your remaining forces to clear as much of the area around the Uraj as possible, making sure to eliminate as many Missile Turrets as you can. Use a small group of Zealots to charge up to high ground northwest of the Uraj to deal with the Siege Tank there, and try and keep your Observer out of sight. Build reinforcements as you fight, and send them if you need them. When the coast looks pretty



clear, cloak Kerrigan and send her to the Uraj. Even if she's detected, she's hardy enough to take quite a beating, so chances are you can muscle your way in. Once Kerrigan reaches the Beacon, your mission is a success.

MISSION 5: THE BATTLE OF BRAXIS

OVERVIEW

You must efficiently manage a limited number of units, including Dark Templars, Zealots, Dragoons, and Scouts, and later, High Templars, Reavers and Arbiters, to work through a puzzle-like Terran installation in an effort to destroy five increasingly well defended Power Generators.

POSSIBLE EXPANSIONS

You have no base for this mission, although you will receive unit reinforcements at your starting position whenever you eliminate a Power Generator.

KEY POINTS

Carefully scout as much of the area as you can with your Observers, making sure not to get caught by the abundant Missile Turrets. Don't worry if you lose some units over the course of this mission; you'll be reinforced.



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At the same time, this mission can be managed such that you suffer little or no casualties. It is important to micromanage your forces here. If they wander off even slightly, they can get themselves killed.

WALK-THROUGH

Place your Zealots in one Shuttle and your Dragoons in the other. Deliver your forces near your westernmost Observer, where you can deploy them safely in the absence of Missile Turrets. Advance slightly north with your Dragoons and Zealots and eliminate the Turret there, then use your Dragoons to kill the two Turrets on high ground along the eastern wall by spotting it with your Observer. Two Bunkers lie ahead, but you needn't attack them. Now that you've cleared the ridge, use your Shuttle to drop your Dragoons where those two Turrets used to be, and move them east. Don't even bother to attack the Missile Turrets along the way, ignore the Bunkers on low ground, and go straight for the first Power Generator, which you'll be able to hit from high ground without fear of retaliation. Once it's destroyed, all nearby Missile Turrets will power down. One down, four to go.

You'll get reinforcements at your starting location. Place your four Dark Templars in one Shuttle and your two Dragoons in the other, and send them to the rest of your forces. If you wish, you can use the Dark Templars to wipe out the Bunkers, since they can no longer spot your invisible fighters. When you're ready, send your forces northwest, where you should see two Bunkers, but no Missile Turrets. Don't let that distract you, but instead proceed further northwest past a couple of inactive Turrets and deploy your four Dragoons there. You'll walk them north, destroying many Missile Turrets along the way. Follow the western border of the island with the Generator, destroying all Turrets in your path. An occasional Terran Wraith will attack, but will die easily before your Dragoons.



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Follow to the northern edge of the island and clear the Turrets there. More Wraiths, and possibly a Goliath or two, may attack, but should fall quickly. Once the area north of the Generator is clear, send your two Shuttles along the path forged by your Dragoons, pick them up, and drop them on the Generator's island, taking care not to get too close to any Turrets. Take out any remaining Wraiths, then deal with the Generator. Three to go.



Look for enemy units beyond the scope of Missile Turrets, and use your Dark Templars to kill them without fear of retaliation.

You'll be reinforced with four more Dark Templars, four more Zealots, and two more Dragoons. Place them in their Shuttles and unite your forces near your easternmost Observer. Scout carefully the area with the Observer. Toward the eastern edge of visible space, you should see a couple of Bunkers and several isolated Missile Turrets. Drop six Dragoons and take out those Turrets, then drop Dark Templars to deal with the two Bunkers. A Science Vessel should appear to spot the invisible fighters, but your Scouts should take it down in no time.



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There's another Bunker north of the two you destroyed, and you won't be able to destroy it so easily. Your best bet is to use all six Dragoons to attack at once. Your Zealots can help. If you coordinate the attack properly, and withdraw any unit that starts taking hit-point damage, you should be able to deal with the Bunker with no casualties. Proceed north and kill all nearby Turrets. Now fly your six Dragoons to the ridge just west of your position, and note the Generator to your north, protected by a Bunker. Move your Dragoons all the way to the northern edge of the ridge so they attack the Bunker. Micromanage as necessary until the Bunker is gone, and order your Dragoons to hold position along the ridge, from which they can fire on the Power Generator until it's destroyed. Only two left.

Your reinforcements include two fully upgraded Reavers, four fully upgraded High Templars, two more Dragoons, and two Observers. The Reavers each pack ten Scarabs, and that's all you'll get. Put them into their Shuttles and join your forces together. At this time, you may wish to scour the area with Observers and destroy any stray Bunkers or Siege Tanks with your Dark Templars, who will dispatch their enemies easily since all nearby Turrets are inoperable.

When the coast is clear, fly all eight Dragoons and an Observer to the area north of the second Generator you destroyed. You'll use the Observer to spot the high ground north of that position, where you'll find several Goliaths and many Turrets. Line your Dragoons along the edge of the ridge and attack. The Goliaths should prove no problem. Clear out as many Turrets as necessary so that you can safely transport your Dragoons north across the bridge you've just cleared. Send the Observer when you do so, and bring your High Templars while you're at it.

You'll notice the area north of the bridge is mined. Have your Dragoons clear it out, but don't send them too far north. Instead, check the situation with your Observer. Siege Tanks, Goliaths, and Ghosts defend the platform with the Generator. Use Psionic Storm on either Ghost



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after you clear as many Spider Mines as possible. There's no easy way to complete the next stage. Using your Observer to spot, you'll need to take out the Goliaths and Tanks on the platform. Psionic Storm is a good way to soften them up. Your High Templars will take damage from the Siege Tanks, but if you run them away just as soon as they use their spell, they'll survive. Meanwhile, you should drop a Reaver to destroy the Missile Turrets surrounding the platform. Once you've weakened the defenders and killed the nearby Turrets, use your Dragoons or your Scouts (including Artanis) to finish the job by destroying the fourth Power Generator.

Your reinforcements include eight Zealots, six Scouts, four Corsairs, and an Arbiter. You'll be able to get creative with these. For now, group all your Scouts with the Arbiter and move your forces to the northern edge of the map. The final Generator is in the northwest corner, and you'll start your assault just east of there. Use a Corsair's Disruption Web on both Turrets in the area and kill them with your Scouts. Now you have a place to safely deploy your units. Drop your Dragoons and Reavers there, and use them to eliminate the Bunkers and Missile Turrets to the south.

A faster, bloodier method is to drop your 16 Zealots and order them to attack everything in sight. A few will die, but they'll have the area cleaned out quickly. Now use Dragoons or Scouts to take out any Valkyries. There are more Turrets walled in closer to the Generator. Your Dragoons can take these out, as can your Scouts with the help of the Disruption Web. The Disruption Web will also help deal with any Goliaths. Near the Generator you'll find three Battlecruisers, which are no match for your Scouts. You can always stop them with the Arbiter's Stasis Field. Clear the Turrets, then use your Scouts to take down the final Power Generator. Mission accomplished.



MISSION 6: RETURN TO CHAR

OVERVIEW

Using the combined forces of Protoss and Zerg, you must fortify both your starting positions, build two expansion bases, and eventually fight your way past a sizeable Zerg military to either attack the Zerg Overmind, or move a worker unit to the Khalis crystal. Either objective can be accomplished similarly, and both lead to success. Along the way, you can expect Zerg counterattacks in all forms, from virtually any direction.

POSSIBLE EXPANSIONS

There is a lightly defended Zerg base west of the starting Protoss position, and an unoccupied resource node south of the Zerg position. Both expansions should be taken, but only after your original positions are well fortified.

KEY POINTS

This is a very flexible mission; you may choose to finally rely on Protoss or Zerg forces at your discretion, although you'll need to fortify both positions. Remember, though, that your Zerg base's technology is limited, and none of the Hive structures are available. Zerg Hydralisks will still prove very effective, as will Protoss Carriers. Hydralisks and Mutalisks are a



great combination, but so are Dragoons and Scouts. Using an air force is the fastest way to fight your way through this mission, although you'll need to be careful of enemy Scourge. Note that only your Zerg base begins with a Vespene Gas geyser, so make sure to have plenty of Drones mining for gas right away. Also, the sooner you take down the Zerg base west of your Protoss position, the easier it will be to eliminate, and the sooner you can expand there.

WALK-THROUGH

Quickly get Drones mining Vespene Gas at your Zerg position. You need to worry about fortifying your Protoss base first, however, because it'll see most of the action, while your Zerg will remain mostly safe on high ground. Build up as you see fit, but do so defensively. Photon Cannons will be very useful, and you'll need to position them throughout your base, as enemy attacks will come frequently and from unpredictable angles. Note the western Observer, and the two Lurkers within its view. Kill them with your Dark Templars.

When you have some time, build up your Zerg base as well, and fortify with Sunken Colonies and Hydralisks. Upgrade weapons and research technology for both sides as time and resources permit. You can safely take the expansion below your Zerg base whenever you see fit. Send plenty of Hydralisks to defend the fledgling position, and use the resources you get from it to help build up an army to deal with the Zerg base west of your Protoss position. It'll go down quickly to a swarm of Zealots and Dragoons, and you should set up your own base in its wake.

Once all four of your positions are sufficiently defended, you will have no trouble affording any unit available to you in bulk. Fleets of Carriers will work nicely, especially alongside a flock of Mutalisks. Using such a force, you can systematically fight your way south, either southeast or southwest,



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Use Zealots, Dragons, and an Observer to quickly eliminate the weak Zerg base to your west, and claim its remaining resources.

At this point, a fleet of Carriers will decimate the enemy Zerg structures, while swarms of Kerrigan's Hydralisks will protect them from enemy Scourge.



to either objective. Hydralisks, Mutalisks, Spore Colonies, and Scourge stand in your way, but you should have so vast a quantity of resources that your success is inevitable. As you fight, beware of counterattacks to your position by Ultralisks, and remember that your Queens can kill them instantly with the Spawn Broodlings power. Try sending swarms of Hydralisks to help your air force, but send an Observer along to spot any Lurkers. An Arbiter can also help conceal your units from enemy Scourge. Ultimately, the Overmind is the simpler objective, since far more Spore Colonies protect the Khalis. In either case, the fighting will be brutal. Once you defeat the Overmind, or once you drop a worker unit on the Khalis, the mission is complete.

MISSION 7: THE INSURGENT

OVERVIEW

With the help of Dark Archons and their Feedback and Mind Control abilities, you must fight your way past enemy Protoss, taking command of their strongest units, including Archons, Carriers, and Arbiters. You must eventually expand to the middle of the map in preparation to finally defeat the Judicator Aldaris who resides to the far north, past substantial Protoss defenses.

POSSIBLE EXPANSIONS

There are undefended resource nodes located north and west of your starting position, along the eastern and western borders of the map,



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respectively. The northeastern node is easy to defend with Photon Cannons because it lies on high ground, so you should expand there first. Eventually, you'll find another resource node in the center of the map, protected by four Photon Cannons and a small garrison. You'll also want to expand there once you eliminate the defenders. Between these three resource points, you will have more than enough minerals and Vespene Gas with which to complete the mission; consider the southwestern expansion optional, since even two expansions should be plenty.

KEY POINTS

You cannot build Arbiters or High Templars in this scenario, but you can Mind Control the enemy's. You'll find Aldaris in three locations on the map. The northernmost Aldaris is real, whereas the other two are hallucinations. Concentrate only on reaching your true target, which can be instantly defeated with Mind Control. You'll face High Templars later in the mission. Though Mind Control is a tempting solution, you're better off killing them with Feedback, since you'll have little use for Psionic Storm. Dark Archons will prove invaluable throughout this mission; you'll want to amass as many as you can, and you should quickly research the Argus Talisman to boost their energy. Maelstrom and Mind Control have already been researched for your convenience.

WALK - THROUGH

Your base is well established from the beginning, so you can initially focus on mining resources and setting up a defensive perimeter. Your four Dragons on the outskirts of your base will reveal incoming enemies and buy you some time, but will eventually be overwhelmed. You may wish to pull them back to base, and you would be wise to merge four of your eight



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Dark Templars into two additional Dark Archons. Expect to be attacked from the east and west entrances by Zealots, Dragoons, and Archons, and later by Reavers; Archons and Reavers are perfect targets for Mind Control. Build several Shield Batteries in close proximity to replenish your Dark Archons' shields. Also build a Robotics Facility, so that you can build Observers and Reavers. When resources allow, begin building Dragoons in force, and upgrade their range and weapons. A large group of Dragoons will take care of anything the enemy Protoss can throw your way.



Although you cannot build Arbiters in this mission, your Dark Archons can use Mind Control on enemy Arbiters, which will become powerful support for your forces.

When you're satisfied with the security of your main base, move a group of Dragoons and Dark Archons, and at least one Probe, to the northeastern expansion, which you can locate with an Observer. Set up your base, and build plenty of Photon Cannons to take care of any attackers that come your way. Once this base is fortified and resources are



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rolling in, you may wish to expand to the southwestern location as well, although it will prove somewhat more difficult to protect. At this point, you should again gather a force, only a larger one this time, and prepare to move it past a bridge to claim the resources in the center of the map. Shuttle-dropped Reavers can deal with the Photon Cannons easily, though sending masses of Dragoons can work quite well, also. Set up your base, again with plenty of Photon Cannons all around, since the enemy may attack with an air force. He will also send plenty of High Templars your way, which are easily killed by your Dark Archon's Feedback. Move most of your garrison to this new location.



Use a fleet of Carriers to attack Aldaris' true form, to the far north of the enemy Protoss base.

You'll amass plenty of resources between your three or four bases, and these will be well-spent on a fleet of Carriers. You needn't bother wasting money on upgrades initially, either; if you manage to Mind Control an enemy Carrier, you'll gain the enemy's technological advantage. Try not to



kill any Carriers, Scouts, or Arbiters on this mission; you should have enough Dark Archons to claim them for yourself. When a fleet of Carriers is ready, then you are prepared to take on Aldaris.

Remember that the northernmost Aldaris is your true target. Work your way toward him slowly, ideally with an Observer and an Arbiter supporting your Carriers. Corsairs can help deal with Photon Cannons, but with enough Carriers on your side, those Cannons don't stand a chance anyway. Watch out especially for enemy Arbiters, which can lock your forces in Stasis, and make sure to deal with Archons before they get too close. Once you reach Aldaris, take him down and victory, albeit sour, is yours.

MISSION 8: COUNTDOWN

OVERVIEW

You must fortify two Protoss bases and eventually fight your way to the abandoned Protoss temple near the center of the map. Here you must heavily fortify yourself with a huge garrison, at which time Artanis and Zeratul should enter the temple. Now you must defend your position with a variety of your most powerful units for 15 minutes against massive swarms of Zerg approaching from every angle.

POSSIBLE EXPANSIONS

You won't need to expand anywhere besides the outskirts of the temple, near the center of the map. There you'll find plenty of minerals and gas, and you can mine them for as long as you like, so long as you don't move both Artanis and Zeratul to the beacon, in which case all those Probes will



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just interfere as you try to defend yourself. You will eventually want to destroy the small but tough Zerg base between Zeratul and Artanis, but you needn't expand there once it's gone.

KEY POINTS

Zeratul's northern base is not as heavily fortified as Artanis' base to the south. Still, most major attacks will be aimed at Artanis, the only base that has a gas geyser, which you'll need to start mining right away. Do not underestimate the number of Zerg that will attack the temple once the countdown begins; you'll face huge flocks of Mutalisks that can devastate your Scouts and Carriers, and you'll need to use Psionic Storm to take them down. You also can't have too many Photon Cannons at that stage, and Reavers and Dark Templars will be invaluable in providing support for them. Finally, should the Temple come under attack by Zerglings, Ultralisks, or Hydralisks, try using the Corsair's Disruption Web to negate their attacks, buying yourself some time.

WALK-THROUGH

Take advantage of your substantial starting mineral surplus to set up extra Photon Cannons and build plenty of Probes. Defend the bridge leading into Artanis' base, since you can expect plenty of Zerg to march into your territory almost immediately. Fortunately, Artanis is a tough customer, and can help stop any invasions. Meanwhile, watch out for Queens using Spawn Broodlings on your Dragoons up north, and defend that base with Zeratul and a few Dark Templars when you can afford them. Quickly climb the technology tree, but most importantly, make sure to defend your two positions with Photon Cannons. Upgrade everything as resources permit; you'll need every ounce of strength by the end of this scenario.



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Build up most of your forces at Artanis' base. Dragoons and Zealots always make a good combination. Once you have plenty of these, you'll want to send them, along with an Observer, across the bridge to attack the Zerg base there. You'll face everything up to Ultralisks, but a dozen upgraded Zealots and about that many Dragoons should be able to finish the job.



Set up all the defenses you need around the temple prior to sending Artanis and Zeratul into it.

Now the path from Zeratul to Artanis is clear, and your forces can meet in the middle to claim the area surrounding the temple. A few burrowed Zerg, and some Sunken and Spore Colonies, are the sole defenses in the area, which you should be able to destroy with little trouble. Now you must send Probes to establish your position around the temple. Set up at least one Nexus so you can keep mining resources as necessary. Splurge with Photon Cannons; build them in large clusters all around the base, line the coast with them, you name it. Although you'll soon face



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Guardians that can destroy Cannons from out of range, they'll help soften up most everything else.

Build plenty of Shield Batteries, especially if you plan to use Dark Archons and Mind Control, which can be very useful against incoming Ultralisks and Guardians. Don't build too many other structures in the area; you need room to move, after all. Back at your original bases, build up at least 12 Scouts, and plenty of High Templars, Dark Templars, Dragons, and Zealots. Carriers and an Arbiter or two can also help, as can Corsairs and their Disruption Web. Move all these forces around the temple, and have plenty of Observers nearby to help spot incoming attacks. Make sure everything is fully upgraded, and that you have what seems like more than enough units.

Once Artanis and Zeratul enter the temple, the timer begins to count down. Attackers will trickle in at first, but eventually you'll face legions of



The enemy will inevitably breach your perimeter, but a fleet of Scouts supported by Dark Archons and High Templars can hold them off long enough for Artanis and Zeratul to accomplish their task.



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Zerg from every direction. Use fleets of Scouts as point defense, targeting the largest group of enemies at any given moment, then flying back to recharge at the Shield Batteries. Use Maelstrom and Psionic Storm on Mutalisk flocks, and use Mind Control on Ultralisks. Above all, be prepared: Micromanaging the battle simply won't be possible past a certain point, because you'll be taking fire from too many angles. Abandon your original bases; in fact, consider yourself lucky if you're attacked there rather than at the temple.

Your Photon Cannons will go down soon enough; try to replace them when you have the time, if only to prevent the Zerg from reaching their true target. Recharge as many injured units as you can with strategically positioned Shield Batteries. Your most important forces will be your High Templars and your Scouts; make sure to use Psionic Storm often, and keep watch along the coast with your Scouts, because you can stop many attacks before they approach. Try not to panic, and remember to use powers like the Arbiter's Stasis Field and the Corsair's Disruption Web, if only to buy yourself a few more seconds. If the temple still stands when the 15 minutes expire, you've succeeded and the Protoss campaign is finished.



FIVE CHAPTER

THE TERRAN CAMPAIGN

The Terran military campaign, The Iron Fist, introduces the United Earth Directorate and its ambition not just to overthrow the Terran confederacy, but to pacify the Zerg. You will join forces with the UED Admiral Gerard DuGalle and his trusted associate the Vice Admiral Alexei Stukov as you assist them against the likes of your old acquaintances Arcturus Mengsk and Jim Raynor.



Along the way, the UED will encounter the enigmatic Samir Duran, whose assistance will prove to bear a significant impact on their war effort. Your battle spans eight missions, with a branching scenario in the middle, and invariably demands that you take on not just the rival Terrans, but the Protoss and the Zerg—even both at once. The UED will have to use every technology in their arsenal to succeed, from their standard infantry, to their new Medic and Valkyrie frigate, to their almighty Battlecruiser.

MISSION 1: FIRST STRIKE

OVERVIEW

Build up a small military, and explore east, looking for a Vespene Gas geyser. After meeting Lieutenant Duran to the north along the eastern edge of the map, build up a force, then work your way north and west to the rear entrance of the enemy Terran base and destroy its Command Center.

POSSIBLE EXPANSIONS

There is a patch of minerals defended by three Missile Turrets and three Marines north of your starting position. You needn't bother with it, though; having no Vespene Gas to start with, you'll instead need to locate Samir Duran's outpost as quickly as possible, which you can find all the way east then just a bit north, past a small Terran outpost.



KEY POINTS

You have no air support for this mission. You'll have to rely on Siege Tanks and Marines to do most of the damage. Use Marines in Bunkers to defend your two bases, and consider using Duran and his Lockdown ability when you finally mount your attack. Although the back entrance to the enemy base is lightly defended, you'll need to send a large force to attack the Command Center, because the enemy will fight back with substantial reinforcements.

WALK-THROUGH

Begin gathering minerals with your SCVs. Build an additional Barracks and start turning out Marines. Build at least one Bunker in the area for defense. Once you have around a dozen Marines, send them and your Siege Tanks east. At the eastern edge of the map, you'll find an enemy Terran garrison with Vultures, Goliaths, Marines, and Firebats that you should be able to destroy with little trouble. Watch for reinforcements from the northwest, and move your survivors north along the eastern edge of the map until you meet Duran. Fortunately, his base has a Vespene geyser nearby, and you should begin mining it immediately, so that you can upgrade your weapons and research Siege Tech. Don't forget to defend Duran's base with a Bunker.

Continue gathering resources. Amass several dozen Marines and at least half a dozen Siege Tanks. You'll need to send these along the route Duran specified. Keep your Marines in front, and don't hesitate to use Stim Packs if they come under fire. Kill the enemy SCVs, and have one group of Marines hold off any resistance while another group and your Siege Tanks go straight for the Command Center. Don't worry if your first attack fails; you should have enough resources to keep the pressure on. Your enemy will continue to build reinforcements, though, so if your first





Samir Duran's base will provide you with Vespene Gas, not to mention instructions on how to mount a sneak attack against the enemy installation.

attack isn't strong enough, send even more forces the next time. Once the enemy Command Center is eliminated, your mission is complete.

MISSION 2: THE DYLARIAN SHIPYARDS

OVERVIEW

You'll learn all about the new Medic as she helps small teams of Marines and other UED forces to accomplish four increasingly challenging and complex tactical objectives, ultimately facilitating the capture of 18 Battlecruisers, which you'll then use to take down a rival fleet.



POSSIBLE EXPANSIONS

You do not have a centralized base for this mission, and will not need to deal with resource management.

KEY POINTS

If you group your Marines and Medics together, you won't be able to use Stim Packs. Rather, try grouping them separately, then ordering the Medic group to follow a designated Marine by right clicking on him when the Medics are selected. That way the Medics will go where your Marines do, and you'll be able to use Stim Packs as necessary. Also, because Medics are much hardier than Marines, try using pairs of them as a screen against enemy Bunkers, while your Marines move in for the kill. As a general rule for this mission, always clear an entire area before moving your Pilots into position to steal the Battlecruisers. Don't worry too much if you lose a Pilot; you'll be reinforced.

WALK-THROUGH

Group your eight Marines and your four Medics into separate teams, ordering the Medics to follow the Marines. You'll see a Bunker just west of your starting position. Have your Marines use their Stim Packs before they attack, and let your Medics heal them. Now charge in, with your Medics right behind. You should be able to destroy the Bunker with no casualties, even as your Medics quickly heal any injured troops. You'll find two more Bunkers to the west, which you should deal with in the same fashion. Now move your forces to high ground, where you'll find two more Bunkers just ahead. Stim and heal your Marines, and take them down. By



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now you'll see that Medics are rather effective. Move your three Pilots to the beacons, and you've finished the first stage of the mission.

You'll only need those three Medics for the second stage. Advance them west; they'll take fire from an enemy Siege Tank that you can blind with the Optic Flare ability. Blindness is permanent, but remember that a blind opponent can fire back if you attack it. Proceed down the stairs and continue west with your Medics; they'll come under fire from another Siege Tank on high ground, which you should blind immediately. There's one last Siege Tank south of that position, perched above the Bob's Guns building. Show him the light, too. Now move a Pilot to each of the four nearby Beacons. Notice that your Ghosts weren't necessary to complete this objective.

It's time to put Nukes to good use. Cloak one of your four Ghosts. Advance him north steadily, and lock down the Science Vessel you find spotting for the Siege Tanks. The Lockdown prevents the Science Vessel from detecting its invisible assailant. Target a Nuke at the center of the nearby enemy cluster, and watch as it destroys them all, including the Science Vessel. Cloak two more Ghosts and move them west up to high ground. Both north and west of that position, you'll find Bunkers, Siege Tanks, and more. Use a Nuke on each from maximum range, but note how the contents of the Bunkers survive the blast. Fortunately, your invisible Ghosts should be able to deal with them soon enough. Save your last Nuke for later. And don't get too hasty yet, because the northern position is mined. You should order your Goliath to walk up and take the heat, so your Pilot can pass the area safely. Once the coast is all clear, move a Pilot to each beacon, and that stage of the mission is complete.

The next stage begins with your Marines and Ghosts attacking a Siege Tank, while your own Siege Tanks come under fire by enemy Ghosts, who'll lock them down. Listen to the Master Sergeant, who tells you to use the Medic's Restore ability to nullify Lockdown's effects. Keep using Restore until the enemy Ghosts have no more energy to use Lockdown, and soon those Ghosts will be dead.



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As shown here, use your Ghosts and Medics to bait enemy Siege Tanks and Goliaths into your own Siege Tanks' line of fire.

Now carefully advance north with a Ghost. He'll find an enemy Siege Tank on low ground, and he should lock it down immediately. Advance your Siege Tanks. They'll come across a Goliath that will prove no match for them. Change to Siege Mode just east of the disabled enemy tank and destroy it. Your tanks should also be able to eliminate a Bunker north of their position without having to move. Now cloak two Ghosts and proceed west to where you see a ramp leading to high ground. You'll be able to see a tank from your position below, and you should lock it down right away.

Move up the ramp, and just to north you'll find a Science Vessel, and just north of that, another Siege Tank on low ground. Lock down both of them. Move your remaining Ghosts, Marines, and Medics to that position, and take out all three targets, starting with the Science Vessel. You may wish to blind them all in case the Lockdown wears off.



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Now move all your infantry to the low ground where you killed the first tank. North of there, you'll find a patrolling Science Vessel, which your Ghosts know how to deal with by now. Proceed with a cloaked Ghost up the ramp to the north, and use Lockdown on the tank there beside the Bunker. Now move your own tanks into position, and eliminate the enemy tank first, and then the Bunker. Continue west along the ramp with a Ghost, and you'll find another Bunker. Don't get too close. Move your Siege Tanks to low ground and to the west, into position to destroy that target. Watch out—an enemy Siege Tank is patrolling nearby, but your Ghost can lock it down. There's one last Siege Tank parked near the beacon southwest of where that last Bunker used to be. Lock it down and let your Siege Tanks finish it off. Now move a Pilot to each beacon.

Your 18 Battlecruisers will unite in the center of the map. Almost as many enemy Battlecruisers will shortly attack. The difference is, you'll use



At this point, the enemy Battlecruisers will not use their Yamato guns, and will quickly fall prey to your own.



your Yamato gun from each Battlecruiser on as many targets as you can. That way, you'll end the attack quickly, and once it's finished, your mission will be a success.

MISSION 3: RUINS OF TARSONIS

OVERVIEW

You must move Lt. Duran to the Psi Disrupter north of his starting position, but not before you build up enough forces to nullify the four Zerg broods in the area by destroying their Hives. Each Hive is highly vulnerable to a particular kind of attack.

POSSIBLE EXPANSIONS

There is an unoccupied resource node across a hill just southwest of your starting position, which your ground units can access by moving up the ramp in the southeast corner of your base, then west along the ridge. That expansion should be taken once the original base is sufficiently defended.

KEY POINTS

As soon as you destroy a Zerg Hive, its entire brood turns docile and will no longer cause you any trouble. Each Zerg Hive is quirky in its own right.



The one to your immediate east is close enough to a ridge to be vulnerable to Siege Tanks. The one to your northwest is vulnerable to a fleet of Wraiths, since only two Spore Colonies defend it if from the south. The brood further north is virtually impenetrable by a ground assault, but has next to nothing in the way of air defense. And the brood to the northeast is the opposite, with dozens of Spore Colonies but next to nothing to defend it against the likes of your Marines and other ground forces. It is easiest to destroy the Hives in the order above.

WALK-THROUGH

Build up your base. Fortunately, you already have strategically positioned Bunkers that will help fend off Zerglings and worse. You'll want a lot of Marines and Goliaths on this mission, and be sure to upgrade them as frequently as possible. As soon as you can, build several Siege Tanks and research Siege Tech. You can move them up the southeast ramp and north along that ridge, where they can rain destruction on the eastern Hive. Make sure to defend them with plenty of Goliaths or Marines and a few Medics, because the Zerg won't take kindly to the gesture and will counter with Mutalisks and anything else available.

You should be able to eliminate this first Hive quickly, at which point you'll have enough breathing room to expand to the southwestern resource node. Defend that with a Bunker and a Missile Turret, and once resources are rolling in, prepare a couple of Starports and begin building Wraiths. Meanwhile, continue to build more Marines and Goliaths.

Once you've assembled a dozen Wraiths and upgraded their weapons, you can send them against the northwestern Hive. Group them against the two Spore Colonies along the southern border of the Hive's plateau, and once they're gone, concentrate on eliminating any Hydralisks and Mutalisks nearby, after which you can deal with the Hive. If it gets too



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Siege Tanks supported by Goliaths can deal with the Hive to your east.

With little to no ground defenses, the northeastern Hive is very vulnerable to Goliaths and Marines.



hot, pull your Wraiths back for repairs, but if you persevere, that second Hive should fall with little trouble.

Your Wraiths shouldn't even stop for repairs once they're through; fly them north to the next Hive, and note that it has no means of dealing with your air force aside from the occasional Hydralisk. You should be able to destroy the Hive there easily.

Now mobilize all your Marines and Goliaths. A couple dozen Marines and half a dozen Goliaths should more than do the trick. Move them all the way north, and storm the northeastern Zerg base. Beware the occasional Guardian and Mutalisk, but you shouldn't have any trouble punching through the base straight to the Hive. Destroy it, at which point the lieutenant can safely make his way to the Psi Disrupter to accomplish the mission.

MISSION 4: ASSAULT ON KORHAL

OVERVIEW

You must defend your position from all angles against enemy Terrans, and work your way toward destroying either the enemy Physics Labs to the northeast, or the enemy Nuclear Silos to the southeast. The process will be deliberate, because the enemy Terran positions are heavily fortified, and attacks upon your base will be fierce. Depending on which objective you finally complete, the subsequent mission will be slightly different.



POSSIBLE EXPANSIONS

You'll find an unoccupied resource node on high ground to your west, and you'll want to claim this area as soon as your original location is fortified. You'll find another resource node to your east, protected by a Ghost, a Missile Turret, and a Bunker and surrounded by walls. It cannot be defended quite so nicely as the western location, but is nonetheless suitable for a second expansion should you deem one necessary.

KEY POINTS

Unfortunately, you cannot build Battlecruisers in this scenario. Fortunately, you can build Nukes, and the enemy presence here happens to be very vulnerable to nuclear strikes. Although the enemy will use Comsat Sweep without fail whenever you attack with cloaked Wraiths, he has no way to detect your Ghosts unless they attack or are spotted by Missile Turrets. Finally, whichever you choose, focus your attack on one or the other. Either objective is similarly difficult, but the following mission is easier if you go for the Nuclear Silos here instead of the Physics Labs.

WALK-THROUGH

Your Comsat Station begins fully charged. Try to spot either objective in the northeast and southeast corners, and look for the resource nodes to your east and west. You must work quickly to set up your defenses. Start gathering minerals, start another SCV, build a Machine Shop, and start training another Marine. Build Bunkers at all corners of your base as soon as possible, but remember to leave room to expand. Unfortunately, you



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don't have too much real estate to work with. Build Missile Turrets just beyond your Bunkers; they tend to draw enemy fire and will catch any incoming Wraiths. Bolster your Bunkers with Siege Tanks as resources permit. Don't keep all your Marines in Bunkers; be prepared to move them to any point on your base, since attacks may come from any direction. Keep Medics around to keep them in good shape.



Your Ghosts can nuke their way into this enemy base with little fear of being discovered.

When resources permit, build a new Command Center within the safety of your original base. When it's done, fly it west and deploy a garrison to defend it. Siege Tanks will be especially effective here perched on high ground, but don't neglect to include Bunkers and Missile Turrets in your formula. Attach a Nuclear Silo to your Command Center when you can, and start gathering more resources from your new location.

Your original base will continue to attract most of the enemy's attention. At this point you may wish to send a force of Marines, Goliaths, and



Siege Tanks east to claim the other resource node. Build a Command Center and fly it over as you did before, and build another Nuclear Silo when you get there. By now you should have plenty of resources rolling in, and you should be able to build plenty of Wraiths and make Nukes continuously. Make sure your Ghosts are fully upgraded with Personnel Cloaking, Ocular Implants, and Moebius Reactors, and then prepare to Nuke your way toward either objective.

Use Ghosts to drop Nukes on Missile Turrets, which tend to be surrounded by plenty of enemy units; then bring in the Wraiths to clean up. Fly away when the enemy uses Comsat, and repeat the process until he's out of energy. You'll need to work more slowly than you would probably like, but if you have two Nuclear Silos, you'll find that you can tear a hole in the Terran defenses rather quickly. Once you destroy all enemy Nuclear Silos in the southeast, or all Physics Labs in the northeast, your mission is accomplished.

MISSION 5A: EMPEROR'S FALL (GROUND ZERO)

OVERVIEW

Although you've disabled the Terrans' ability to produce Battlecruisers, they're still armed with Nukes, and won't hesitate to use them to give you a hard time getting your forces together. Faced with the constant fear of nuclear attack, you'll need to build up your forces and eventually fight your way to the northeast corner of the map, where you'll find your target: Acturus Mengsk's Command Center. This mission is more difficult



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than 5b: Birds of War, because enemy Battlecruisers aren't quite as difficult to deal with as are enemy Nukes.

POSSIBLE EXPANSIONS

You'll find an undefended resource node to the north, halfway across the map of your starting position. Another resource node, sparsely defended by Marines, Goliaths, Siege Tanks, and Missile Turrets, lies further beyond, in the northwest corner of the map. You'll find yet another sparsely defended resource node all the way in the southeast corner of the map, although this area will likely prove too much trouble to defend.

KEY POINTS

Enemy Ghosts will destroy most of your base early on, but you can save your Barracks and your Factory, and you can prevent your Command Center from taking any damage, all by flying them to safety. Spider Mines are a very useful defense in this mission. Enemy Ghosts will continue to attack with Nukes, but your mines can pick them off even though they're cloaked. At least you needn't worry about enemy Battlecruisers.

WALK-THROUGH

Ignore the events with the Ghosts; you can get a nice head start on this mission if you get straight to work. Queue up three SCVs for production, and start mining with the three you have. Pull your one Marine west, behind your minerals. Lift off your Barracks and Factory, and fly both west, near your minerals. The enemy Ghosts will continue their approach



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and get set to blow your entire base to kingdom come. Stop your SCVs, lift off your Command Center, and fly it west a bit so it isn't damaged in the blast (you'll need all the minerals you can get early on, and repairs can get costly). Now watch as all those reinforcements are destroyed. At least you've saved your Barracks and your Factory, which normally would have been pulverized in the blast. Land all your buildings and get to work building your base back up. Because you already have a Barracks and a Factory, you can quickly set up Bunkers for defense, and you'll have a much easier time getting your base together.



Prevent your Command Center from taking damage, and your Barracks and Factory from being destroyed, by flying the structures west before the enemy nukes hit.

Use Missile Turrets, along with Vultures and their Spider Mines, to detect and counter incoming enemy Ghosts looking to blow up your base. Ghosts have a tendency to target your Missile Turrets. Be quick to use Comsat Sweep should a Ghost manage to remain undetected. Once your base is fortified, you'll want to expand to the position to the north. You'll



need to defend it similarly, and eventually you may wish to set up Missile Turrets and Siege Tanks on high ground just east of the Vespene Gas Geyser there. Two bases should be enough for you to start building an air force; you'll want to go straight to Battlecruisers, to take advantage of what your enemy does not have.

Once you've built a few, you can use them to clear the area to the north so that you can expand again. By that time you'll have more than enough resources rolling in, and once you scrape together ten or more Cruisers, you'll be able to move in for the kill. Escort your fleet with a Science Vessel to spot cloaked Wraiths, and also try including a Dropship full of Medics, who can use their Restore ability should enemy Ghosts use Lockdown. Nothing can stand in the way of this combination; still, your fleet will take damage. Pull back for repairs when your Battlecruisers are in the red. Press the attack until you reach Mengsk's Command Center, and eliminate it to complete the mission.

MISSION 5B: EMPEROR'S FALL (BIRDS OF WAR)

OVERVIEW

You've destroyed the Terrans' nuclear capability, but they still command fleets of Battlecruisers, which they won't hesitate to use against you. You'll face a daunting fleet of these behemoths almost immediately, and will continue the mission with the persistent threat that they can attack at any moment. You'll need to build up a fleet of your own and work your way to the northeast corner of the map, to destroy Arcturus Mengsk's



Command Center. This mission isn't quite as difficult as the alternative, since Nukes are tougher to handle than small groups of Battlecruisers.

POSSIBLE EXPANSIONS

You'll find an undefended resource node to the north halfway across the map of your starting position. Another resource node, sparsely defended by Marines, Goliaths, and Missile Turrets, lies farther beyond, in the north-west corner of the map. You'll find another sparsely defended resource node all the way in the southeast corner of the map, although it will likely prove too much trouble to defend for you to bother.

KEY POINTS

Eight enemy Battlecruisers will do their worst against you early on, but you'll have four fully charged Ghosts there to lock down each one. Finish the job with your range-upgraded Goliaths. Your base will take some damage in the attack, but if you manage the fight properly, you'll emerge relatively unscathed. Beyond that, Battlecruisers will attack your position intermittently, but the Ghost and Goliath combination will make dealing with the massive starships fairly straightforward. Fortunately, you needn't worry about the enemy using Nukes on you during this mission, thanks to your work in the previous scenario.

WALK-THROUGH

Ignore the trash-talking enemy Battlecruisers. Instead, queue up a Marine, place him in the Bunker and start gathering minerals. Queue up



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several SCVs, and have them start mining. You'll have time to fill the Bunker with four Marines and the build several more SCVs before the Battlecruisers show up. Before they do, you'll be reinforced with four Ghosts and eight Goliaths, which you'll need to use in careful conjunction to deal with Battlecruisers approaching from the east, northeast, and northwest. They'll attack from all angles at once, so make each of your Ghosts fire off two Lockdown attacks in rapid succession.

If you manage properly, you can lock every Battlecruiser and easily kill them all with your Goliaths. But don't rest yet, because an enemy Ghost is lurking nearby and may use Lockdown on one of your Goliaths. Once the dust has settled, you should have plenty of resources with which to build up your base. Go straight to work, ordering your SCVs to build a Refinery and a Factory. Build Bunkers and Missile Turrets as necessary, and start upgrading your weapons.



With the help of a Science Vessel, your Battlecruisers can break past the enemy defenses to Mengsk's Command Center.



Use Turrets, Ghosts, and Goliaths, along with Siege Tanks and Bunkers to defend your base. Once your base is fortified, you'll want to expand to the position to the north. You'll need to defend it similarly, and eventually you may wish to set up Missile Turrets and Siege Tanks on high ground just east of the Vespene Gas geyser there. Two bases should be enough for you to start building an air force; you'll want to go straight to Battlecruisers, which can overpower the enemy's own fleet quickly if you mass them together. Once you've built a few, you can use them to clear the area to the north so that you can expand again. By that time you'll have more than enough resources rolling in, and once you scrape together ten or more Cruisers, you'll be able to move in for the kill.

Make sure to escort your fleet with a Science Vessel to spot cloaked Wraiths, and also try including a Dropship full of Medics, who can use their Restore ability should enemy Ghosts use Lockdown. Nothing can stand in the way of this combination; still, your fleet will take damage. Pull back for repairs when your Battlecruisers are in the red. Press the attack until you reach Mengsk's Command Center, and eliminate it to complete the mission.

MISSION 6: EMPEROR'S FLIGHT

OVERVIEW

Caught in the middle of a war between Protoss and Zerg, you must defend against both, using a variety of units, and carefully expand your territory north. You must then fight your way past a powerful Protoss presence to destroy Jim Raynor's Command Center.



POSSIBLE EXPANSIONS

Two Scouts, two Dragoons, and a Photon Cannon defend a resource node halfway north across the map, along the western edge. You will want to claim this area first, because its position on high ground allows it to be effectively defended. You will also find an unoccupied resource node just a bit northeast of this one. You will want to expand there as well, but will have to defend the area heavily because it is susceptible both to Zerg aerial attacks and Protoss ground attacks. You should have plenty of resources to complete your objective between these two expansions. Note that the Protoss defend a Vespene Gas geyser a short distance southeast of the second expansion, but because the geyser is out in the open, it is not worth claiming.

KEY POINTS

Take advantage of the battle between the Protoss and the Zerg. They want one another dead as much as they want to be rid of you, so if you find them fighting, pass on by and consider yourself lucky. You may also attempt to lure flocks of Mutalisks into Protoss territory. A half dozen Valkyries should survive the opening assault in this mission; repair them when you can, and don't bother to build any more. You'll want to save up for Battlecruisers. You begin the mission with two fully charged, fully equipped Science Vessels. Their Irradiate ability will be invaluable against the Zerg, particularly against Mutalisks; and their EMP Shockwave will be invaluable against the Protoss, particularly against Archons and grouped Dragoons. Use them wisely and do not hesitate to build more.



WALK - T H R O U G H

Once the Siege Tanks and Valkyries clear a space for you, land all your buildings in the approximate positions they arrived in, and order five of your six SCVs to build Supply Depots, and your sixth to build a Bunker at the northern choke point leading into your base. Start upgrading infantry weapons at your Engineering Bay, build yourself some more tanks and some Missile Turrets along the eastern and western edges of your base, and you're all set for the time being. Your Siege Tanks perched on high ground will be a valuable defense against incoming attacks, but you'll want to use a Dropship to deliver an SCV and four Marines to each. Use the SCV to fortify their ledges with at least one Missile Turret and a Bunker. You'll need the SCV for resources afterward, but eventually you'll want to leave one at each ledge so that it can repair your damaged defenders.



At this point, combined forces of Valkyries and Guardians can lay waste to rampaging Mutalisk swarms in short order.



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When you are satisfied with the state of your starting position, mobilize a force of upgraded Marines, along with a team of Medics and SCVs, to the northwestern expansion. Eliminate the Protoss defenders and go straight to work on an expansion. Missile Turrets, Goliaths, and Bunkers should comprise your defenses at this location. Once this expansion is finished, you're ready to take the next to the northeast. As you build a third Command Center, consider setting up Siege Tanks and Bunkers at the top of the ramp to the east so that invading Dragoons are not at a high-ground advantage. Build at least one Nuclear Silo, since Nukes can have devastating results here; although the Protoss position is monitored by Observers, you can find areas where they don't patrol with a Comsat Sweep.

Ultimately, though, you'll want to build Battlecruisers. You should have at least three Starports turning them out once your three expansions are



A fleet of Battlecruisers, supported by a Science Vessel, is an ideal means of crushing Raynor's Command Center.



set up. You'll want at least ten. You'll want to escort them with at least a pair of Science Vessels. Organize them at your second expansion, and fly them north to the edge of the map, between the Zerg base to the west and the Protoss base to the east. Now move them steadily eastward toward Raynor's Command Center. They'll have to fight great numbers of Dragoons, but your Science Vessels can help with EMP Shockwave and Defensive Matrix. The occasional Scout and Carrier shouldn't be much trouble, while Photon Cannons can be eliminated easily thanks to the Yamato gun attack. The fighting will be fierce; pull your forces back for repairs if the battle fares poorly, then return to finish the job. The Missile Turrets protecting Raynor's Command Center should prove no match, nor should the Command Center itself. Mission accomplished.

MISSION 7: PATRIOT'S BLOOD

OVERVIEW

Guide Samir Duran and an infantry escort through the winding passages of the Psi Disrupter to find Vice Admiral Stukov; then quickly proceed without Duran to stop the Disrupter's self-destruction within 15 minutes.

POSSIBLE EXPANSIONS

This is a tactical mission, and so you will not need to manage a base or seek out expansions.



KEY POINTS

Medics will again prove invaluable in this mission. You'll find fully upgraded Goliaths shortly into the mission that you can exchange for your Marines. However, you may wish to pass on the offer, since your Marines are perfectly effective and easier to manage. They're also easier to heal. Do not rush through the 15-minute sequence that begins at the halfway point of this mission; you need to be precise, and fortunately, you have just about enough time to be. Don't bother stopping to repair your Goliaths once the timer is set.

WALK-THROUGH

Move your force east, then south to the beacon, destroy the pop-up turrets, and proceed north past a door. You'll find and kill some tough-talking civilians, then continue east, where enemy Marines will attack. If you use Stim Packs right as you meet the civilians, your Medics will heal your troops and they'll be able to deal with the enemy infantry easily. Move through the door, then take the door to the north. Kill the defenses and civilians and trigger the beacon to learn the whereabouts of the Goliath repair bay. Proceed east through the door, then south. Behind the next door is a pop-up turret and more enemy Marines, so be prepared with Stim Packs. Trigger the beacon when the coast is clear to learn Stukov's whereabouts, then move your troops west through the door and down the stairs into the Goliath repair bay. Duran can use Lockdown on any enemy Goliaths, but if you're quick, you'll spot the enemy Pilots en route from the south. Kill them before they reach the unmanned Goliaths, and the threat will be averted. At this point, you may wish to take some of the Goliaths for yourself, and you'll find an SCV two doors south and to the west that



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is willing to come along and conduct repairs as necessary. Proceed south and you'll face more Marines, and another Goliath past a door to the east. Your own Marines and Goliaths should be able to handle them.



Listen to your Marine's instructions and lure the swarm of Zerglings into the pop-up turret-gun defenses.

Continue north then east, and watch out for the wall rocket launchers. There's also an enemy Ghost on high ground that can make trouble, but you can head up the stairs to the east and finish him off. Continue south past a door and you'll face Firebats and wall rockets, none of which should be too much trouble. Move up the stairs and continue south past a door, taking care to eliminate the three pop-up turrets that lie behind it. Advance south then east past a door, take out the enemy Marines, and follow the path to find Stukov. After Duran vanishes, you'll be reinforced with more Marines, and you'll have 15 minutes to reach the self-destruct manual-override terminal. Best get moving quickly to the north.



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When you reach the stairs down, a horde of Zerglings will rush toward your position. Using Stim Packs, your Marines should be able to kill them before they get too close. Go on down the stairs and be ready for more Zerglings, then press your way west past a door, then north up a flight of stairs. You'll come to an intersection; if you head west, you'll fight more Zerglings but behind them you'll find two Marines and two Firebats who will join your cause; if your numbers are strong, don't waste your time—work your way east, then north.

Trigger the beacon to see what lies in store, then continue north and beware of a Zergling ambush—they'll attack from behind as well. Run west, then north; ignore the trapped Ultralisks because you don't have time to waste killing them. Besides, two will break down the door just up ahead, but you should be able to take them if you concentrate your fire. Move past another door and listen to your Marine's plan to lure the Zerg into the pop-up turret defenses. Trigger the northern door, unleashing the Zergling swarm, and run back, letting the turrets do all the work. When the coast is clear, proceed north past a door. As you continue east, several Hydralisks will attack, but shouldn't be too tough.

You'll hear Infested Terrans as you press on. Stand your ground and use your Stim Packs, and both will die before causing you any trouble. The path will veer east, and after you deal with a few Zerglings, you'll encounter a platoon of Marines holding off the Zerg from high ground. Help them out and any survivors will join you. Move down the stairs and east past a door. Plenty more Zerglings await as you head south, and past the next door you'll even face a Defiler's Plague. Your Medic can restore the afflicted units, but don't hesitate too long; head south along the path. Many more Zerglings stand in your way, but eventually you'll reach the manual override terminal, and by activating it, you'll complete the mission.





Although your Marines are ill-equipped to deal with Hydralisks, their high-ground advantage and support from your Medics allow them to defeat their powerful enemies.

MISSION 8: TO CHAIN THE BEAST

OVERVIEW

You must defend your base against a relentless Zerg offensive led by an overpowered Ultralisk, and work to disable three enemy broods by killing their host Cerebrates, after which you can safely transport four Medics to the beacons surrounding the Zerg Overmind, thus drugging the organism into submission.



POSSIBLE EXPANSIONS

Only a single viable expansion exists, and it is the immediately visible area that contains three Bunkers and a Missile Turret east of your starting base. You will wish to expand there once you've heavily fortified your starting position, and the region will provide you with the resources necessary to complete your task.

KEY POINTS

Take note of the locations of the enemy Cerebrates and the Overmind at the beginning of the mission—they are your targets. Several minutes into the scenario, you will be attacked by a very powerful Ultralisk called Torrasque, which has twice the hit points and deals more than twice as much damage as your typical fully upgraded Ultralisk. You will hear its roar first, and it will arrive at your base soon thereafter, destroying everything in sight until you can kill it. Take note that Torrasque kills Marines in a single stroke, making Medics rather useless for support against it. Torrasque will return periodically, but from an unpredictable direction, until you can eliminate its host Cerebrate. Unfortunately, you will not be able to do so easily, since the red Cerebrate's Sunken Colonies are invincible, surrounding your starting position. You may wish to fly in and kill that Cerebrate before assaulting Torrasque's master. Once Torrasque is no longer a threat, your task is simple.

WALK-THROUGH

The mission will begin with your eastern Bunkers being attacked by Sunken Colonies. Pull the nine Marines out of the three Bunkers and move them south, out of harm's reach. Later, when you build a Starport, you can



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build a Dropship to deliver them to the safety of your main base. Early in this mission, those nine Marines can make a difference. Back at your base, quickly take advantage of your high starting resources by building an Academy, an additional Barracks, a Refinery, a Factory, and starting on a Marine weapons upgrade. Crank out new SCVs and start bringing in the resources, then set up several Bunkers on the outskirts of your base, paying particular attention to the northeastern corner, where Torrasque is liable to strike first. Bolster your Bunkers with Siege Tanks, and try to have around a dozen Marines on standby, with Medics for assistance. A Medic in your supply line can also help. Don't worry if your outlying Missile Turrets are attacked and destroyed; build more, but closer to your base.

Try using the Engineering Bay and Supply Depots to block off your Bunkers and Siege Tanks; since Torrasque is your biggest problem, if you can physically prevent it from reaching your defenders, it can be killed with little trouble. Torrasque is also liable to attack Missile Turrets, so



Torrasque will not fall easily, but an Engineering Bay, Bunkers, and Supply Depots can block it off from your defending forces.



you may wish to use those as a diversion. In any event, his first attack will be the most difficult to repel, but if you have two Bunkers, at least two Siege Tanks, and Marine support all laying into it, you should be able to kill the monster without sustaining too much damage. Unfortunately, your Siege Tanks will inevitably damage your own units and buildings as they attack.

Once you've built a Starport, you'll find that Wraiths and the Science Vessel's Irradiate ability can also be of help against Torrasque's attack. Battlecruisers are even better (you'll want them later on no matter what), and upgraded Goliaths are also effective, since you'll have to defend against plenty of Mutalisks and Guardians, in addition to Torrasque, over the course of this scenario. You can also drop Siege Tanks on the ledge to the immediate west of your starting position to help attack the mighty Ultralisk, but you'd better defend that position with Bunkers, Supply Depots, and Missile Turrets, because Torrasque may well attack that ledge next. In the end, be careful not to concentrate all your defenses in one place, since Torrasque or other Zerg forces may attack you from virtually any angle.

Because you must constantly be on alert for incoming Zerg, you will have to build up your base slowly, having paid particular attention to a defensive strategy. Nonetheless, once you've bolstered your defenses, climbed the technology tree, researched appropriate weapons and armor upgrades, and saturated the mineral field with SCVs, you'll wish to expand to the eastern position. You can do so quickly and efficiently by preparing everything you need in advance; construct a new Command Center in the safe haven of your base. Build several Siege Tanks and have plenty of spare Marines and SCVs, and place them in Dropships. Wait for Torrasque's next attack; as soon as you've killed it once again, you'll want fly your Command Center and your Dropships to the expansion site and set up shop. That way, you have plenty of time to prepare for Torrasque's next assault. Build plenty of Bunkers, Turrets, and Supply Depots. Set your



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Torrasque's Cerebrate is almost defenseless against a Battlecruiser attack from the east.

Siege Tanks behind them. By now you know Torrasque's powers; set up as many defenses as you feel necessary to defend against it. Know, however, that Torrasque will not necessarily attack your new expansion, and may well go for your original base when next it shows its visage.

With plenty of resources rolling in, you will wish to begin building a fleet of Battlecruisers to rid yourself of Torrasque once and for all, and ultimately to complete your mission objective. Two or three Starports should facilitate your production of the mighty spaceships. Once you've assembled a fleet of at least six Battlecruisers and a supporting Science Vessel, you're ready to attack Torrasque's Cerebrate. It is very vulnerable to a Battlecruiser attack, not simply because grouped Battlecruisers are extremely powerful, but because the southern and eastern borders of its base are practically defenseless.



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Fly your fleet to the very southern edge of the map, then fly it all the way east, hugging the southern border. Only a single Spore Colony will stand in the way, and your Battlecruisers can kill it directly, or eliminate it from a distance with two Yamato gun blasts. A few Mutalisks, Scourge, and Devourers may come to the rescue, but should prove no match. Once you reach the southeast corner of the map, continue north until you're along the same axis as Torrasque's Cerebrate. Again, you will face little opposition other than occasional Spore Colonies. Once you're directly east of the Cerebrate, approach and attack. Eliminate defending Scourge, Hydralisks, Spore Colonies, Mutalisks, and Devourers as they appear, concentrating on the Cerebrate between waves. Once it is killed, its entire brood, including Torrasque, will become docile. Waste no more time with it, and fly your Battlecruisers back for repairs. Your task is almost complete.

After your fleet is repaired, you can use it to kill the red Cerebrate, with its invincible Sunken Colonies, by attacking it directly from the south. A few Spore Colonies, Mutalisks, and Hydralisks shouldn't make for much trouble. The final Cerebrate can be attacked just like Torrasque's, by hugging the eastern border of the map then attacking it directly from the west. Again, you will face little opposition. Once the orange Cerebrate is dead, the Overmind is defenseless. Fly four Medics to its position, and walk them onto each beacon on its perimeter, and the Overmind will be tamed, your mission will be accomplished, and the Terran campaign will be complete.



SIX CHAPTER

THE ZERG CAMPAIGN

The Zerg Campaign, the Queen of Blades, contains 10 grueling missions that detail the course of Kerrigan's inevitable ascension to power as the apparently supreme ruler of the galaxy, while a hidden mission reveals that there remains more of the story to be told.



Kerrigan's campaign has her waging unlikely alliances not just with Lt.Duran, but with her old enemies—Jim Raynor, Arcturus Mengsk, Fenix, and Zeratul—as she fights to wrest control of her Zerg broods from a newly awakened Overmind, now controlled by the UED.

The Zerg missions are especially challenging and demand both that you use finesse with a variety of units, including the new Lurker and Devourer, and also that you overpower your enemies through sheer numbers.

MISSION 1: VILE DISRUPTION

OVERVIEW

Using limited forces, including a handful of powerful Hunter-Seeker Hydralisks, you must work your way across a zigzagging landmass to rescue seven overrun Hives.

POSSIBLE EXPANSIONS

This is a tactical mission, so you will not have a centralized base, nor will you need to expand your territory.



KEY POINTS

You're faced with enemy Zerg here. Your Hunter-Killers are powerful, but keep an eye on their hit points; walk weaker ones to the back of your ranks, allowing them to continue to fight without fear of dying. You will need to reach the last Hive by using the Nydus Canal.

WALK-THROUGH

Move your forces northwest and liberate the first Hive while making short work of Zergling invaders. Make your way east to the next Hive, killing the enemy Hydralisks along the way. You'll be reinforced with more Hydralisks, after which you should proceed south and west to the next Hive. A Zergling ambush beyond the first bridge shouldn't be too difficult to repel, and the third Hive is just beyond. You'll be reinforced with Scourgess, which you can use in pairs to kill three Guardians attacking directly from the south. Beware, however—two more Guardians are on their way to attack the fourth Hive. Use your remaining Scourgess or your Hydralisks against them, but not before you kill the Zerglings attacking the lone Spore Colony to the southeast of the third Hive.

Once the fourth Hive is liberated, it will be attacked by Zerglings and Hydralisks from north and west. Fortunately, you will be reinforced. Once two waves of enemies are dead, proceed northwest to the next Hive with your reinforcements and be ready for more combat. After you liberate this Hive, you'll receive four fully charged Queens. Ultralisks will attack from the south, but your Queens can kill them instantly with the Spawn Broodlings ability. You can take care of any remaining Ultralisks with your Hunter Killers as they bother themselves with your Sunken Colonies. Now only Mutalisks stand between you and the sixth Hive, but your Hydralisks can take them down, especially if you use a Queen to ensnare them. You'll be reinforced with



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Hunter-Killer reinforcements will help fend off the insurgents at the seventh Hive.

Defilers, but you don't need them. Instead, move your Hydralisks through the nearby Nydus Canal and make a beeline for the final Hive, killing only what stands directly in your way. Once you reach it, you'll be heavily reinforced, and those units should be able to stave off whatever enemies remain. Once all opposing Zerg are eliminated, your mission is accomplished.

MISSION 2: REIGN OF FIRE OVERVIEW

Use a specially equipped SCV to gather Zerg reinforcements, which you can then use to establish a base and create enough units to destroy the Psi Disrupter that lies to the north.



POSSIBLE EXPANSIONS

A Bunker and a Siege Tank defend a resource node in the center of the map along the western edge. Expand there once you've amassed enough units to take down the sparse Terran presence between. There is also an open resource node on the opposite side of the map, in the center along the eastern edge. You may wish to claim it, but two bases should be sufficient here.

KEY POINTS

Do not let your SCV come to harm; if it is destroyed, you will not be able to claim any of the Zerg reinforcements you'll find around the map. You can use it to pick up three Hunter-Killer Hydralisks southwest of your base; three Devouring Ones (upgraded Zerglings) all the way to the west from your base; the Ultralisk Torrasque, just a short distance east from the northwest resource node; and three more Hunter-Killers to your north.

You cannot simply march your SCV around the map, because Terran defenders protect these units. However, a pack of Hydralisks and an Overlord escort should be enough to rally all these troops together, and with them you should be able to take the Psi Disrupter with little trouble. You'll find the Disrupter in the northwestern area of the map. The Terrans can lead you right to it if you use the Queen's Parasite ability on their Dropships. The Queen's Spawn Broodlings ability will be very useful against enemy Siege Tanks, so try to have plenty of Queens on standby.

WALK-THROUGH

Use the SCV to rescue the eight Zerglings and two Drones, and use one of them to build a Hatchery. As soon as it's ready, begin gathering minerals



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with the other, and build an Overlord with your first Larva. Continue building Drones, then construct a Spawning Pool. Meanwhile, build an Extractor and start mining for gas. Set up Creep Colonies near the western ramp, in the northwestern area of your base near your Extractor. Turn these into Sunken Colonies when you can afford to, because you'll face most of your opposition from these two directions, and the Colonies will help defend you. Build an Evolution Chamber and a Hydralisk Den, and upgrade your Hatchery to a Lair. Start producing Hydralisks. Build a second Hatchery so you can produce more units, then build a Queen's Nest and a Spire. You've now climbed the technology tree, and can fortify your base as necessary to defend against half-hearted Terran attacks.

When you're prepared, send a force of Hydralisks and Queens to sweep northwest, to the expansion. Follow with Drones and your SCV. Expand to that area, and use a Queen, your SCV, and a contingent of Hydralisks to



Led by Torrasque, the Zerg forces have little trouble fighting their way to the Psi Disrupter.



search the entire area for Torrasque, the Hunter-Killers, and the Unclean Ones. Between these two bases, you'll have enough resources to begin producing Hydralisks in masses. You may wish to build Mutalisks as well, but ultimately, you'll want to maneuver your units of choice across the frozen lake to the north, and up a ramp into the Terran base. You'll face heavy resistance from Missile Turrets, Bunkers, and Siege Tanks, but Torrasque, the Unclean Ones, and the Hunter Killers should be able to make room for your Hydralisks. Once your force is up the ramp, sweep to the east, where you'll eventually find the Psi Disrupter. Destroy it and you stand victorious.

MISSION 3: THE KEL-MORIAN COMBINE

OVERVIEW

Your mission is complete once you gather 10,000 minerals. This would be easy were it not for the fact that the area is heavily defended by a substantial Terran presence, which will take every opportunity to attack you. To complete your goal, you will have to build at least two expansion bases after you've fortified your starting position.

POSSIBLE EXPANSIONS

You'll find plenty of minerals on high ground to the east of your first base, defended by Goliaths, Missile Turrets, and Bunkers. Hydralisks can get there and eliminate the garrison via a ramp just south of your Vespene



Gas geyser. A similarly defended mineral patch, along with another Vesene Gas geyser, can be found just northwest of your main base, but this region is inaccessible by ground. Claim it as soon as you've upgraded your Overlords for speed and transporting. These two expansions should be just enough for you to fill your quota if you spend frugally, but should you require more minerals, your best bet is to claim the well-fortified Terran base north of your second expansion.

KEY POINTS

If you infest any Terran Command Centers with your Queens during this mission, you will have their support in the subsequent scenario. Do not take this objective too seriously, though, since Infested Terrans are not terribly useful. You'll find this mission much simpler if you defend yourself as you gather resources, rather than go hunting for Terrans. You'll face plenty of infantry, as well as Goliaths and Wraiths. You'll find that Guardians, Sunken Colonies, and Hydralisks can aptly defend against these forces. Queens are a good investment as well, since their Spawn Broodlings can kill enemy tanks easily.

WALK-THROUGH

Send Fenix, your Ultralisks, and your Hydralisks north to attack the Terran installation. If you keep Fenix and the Ultralisks in front, you can destroy this base without any casualties. Once the dust has settled, move in with your Drones and build up a base. Spend frugally; you will find that the enemy will attack from the north and from the south, so concentrate your defenses there rather than waste money on Sunken Colonies that will never fight.



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Fenix, Hydralisks, and Ultralisks are more than enough to make way for your Drones to claim this area as home base.

You needn't waste money on Spore Colonies; you will face comparatively few flying units, and Hydralisks together with Overlords to spot the cloaked Wraiths should be more than enough to handle them. When you've assembled a small force of Hydralisks, send them up the southern ramp to the plateau to the east; eliminate the Bunker, Missile Turrets, and any other defenders, and expand to that location.

As your new Hatchery is building, make sure to research Ventral Sacs for your Overlords. When the Hatchery is done, defend it especially near the ramp south of the mineral patch, preferably with Sunken Colonies. Place a couple of Spore Colonies near the minerals. When your new base is aptly protected, prepare to claim another mineral patch by placing at least eight Hydralisks and some Drones into Overlords, and dropping them on the plateau north of your original Hatchery. Now move your Hydralisks west and eliminate any defenders, then follow with the Drones and get building. Most attacks to this position will come from the north, so Spore Colonies lining the plateau should keep you safe.



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Fenix, Hydralisks, Ultralisks, and an Overlord, together with Sunken Colonies, will make certain no Terran forces can breach your perimeter.

Spore Colonies defend the northern region of your first expansion, with Guardians holding the south.



These three bases should provide enough minerals for you to succeed. If you wish to complete the optional objective, however, you should strike either the brown Terran base north of your second expansion, or the red Terran base east of your first expansion. Either base is vulnerable to Guardians, which you can support with either Hydralisks or Mutalisks. Damage the Command Centers to 50 percent or less of their full hit points, then bring in a Queen to infest the structure.

Once you collect 10,000 minerals, you win the mission. Destroy and expand to either nearby Terran base if you do not have enough minerals to complete the objective at your three sites.

MISSION 4: THE LIBERATION OF KORHAL

OVERVIEW

You are to mount a full-scale assault against the UED forces on Korhal, and use a powerful variety of your Zerg forces to decimate the entire enemy presence in the area, including both Terran and enemy Zerg, who often work together.

POSSIBLE EXPANSIONS

Your starting position will keep you going for a long time, but eventually, you'll wish to expand at least twice. The first likely site, protected by three Bunkers and three Missile Turrets, can be reached by moving down the ramp



all the way to the north of your starting location. A force of Hydralisks will be sufficient for clearing the region to make way for your Drones. This area is fairly easy to defend because it is surrounded by cliffs on all three sides. The next expansion is a short distance west, protected by Terran forces in greater number. Guardians will help clear the area of Missile Turrets, Bunkers, and even enemy Sunken Colonies. With your original base and these two expansions, you will amass a huge surplus of resources, such that you will be able to construct as many military units as you need.

KEY POINTS

You should be able to succeed in this mission through sheer numbers, because you'll have a lot of resources available. The key, then, is to know how to manage huge numbers of forces. Research all technologies and fully upgrade weapons and armor, so that you'll be able to use a variety of forces. Expect fierce resistance from the Terrans especially, and be wary of Siege Tanks and Ghosts that will do their worst to destroy your base. Keep Overlords around the perimeter of your base to spot Ghosts, Wraiths, and even enemy Zerg Lurkers. Your Hydralisks and Mutalisks, as always, will cause most of the damage, but you'll also find that Guardians are invaluable, as are Ultralisks, which you will be able to afford in great numbers. Furthermore, this is a perfect opportunity to make good use of the Defiler, whose Dark Swarm can nullify most of the Terrans' defenses. Finally, remember to use Nydus Canals to quickly transport your forces from place to place.

WALK-THROUGH

You begin with a full 10,000 minerals and 500 Vespene Gas, not to mention a huge base with four Hatcheries. Your small starting garrison



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includes Ultralisks, and may include an Infested Terran if you accomplished the optional objective in the previous mission. You'll need to use these forces within moments to stop an enemy Ultralisk, which will rampage toward your supply line. You will also be attacked by Terran infantry from the north, but none of these early attacks should pose much trouble.



A combined ground and air force proves far more than the Terran presence in this sector can handle.

Concentrate on swiftly building up your base. Turn one of your Hatcheries into a Lair, and use all your starting Drones to build the Hydralisk Den and the Evolution Chamber, and clusters of Sunken Colonies along the north and west edges of your territory. Keep building Drones by ordering all your Larvae to morph into more, and soon enough, you will have an enormous, productive, and heavily fortified base. Hydralisks are ideal for helping defend it early in the battle. Once you are satisfied that your base is secure, and you've built up every structure in the technology tree, organize a large force of Hydralisks, along with Overlords and



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Drones, and claim the northern expansion. Link it with your original base by using a Nydus Canal; that way, in a pinch, you can order your main garrison to defend your new location.

Now march an even greater force, backed by Guardians, Mutalisks, and Queens to the west from your expansion to claim a second resource node from your enemies. The primary threat comes from enemy Sunken Colonies and infantry, which your flying forces should be able to overpower. When the enemy presence has been cleared from that particular region, build another base, and network it with a Nydus Canal.



The large-scale battle in this area will be bloody and difficult, but your superior numbers will prove victorious.

Organize a huge army at your main base; you will be able to afford it, and with at least six Hatcheries, you will be able to produce units fast. A dozen fully upgraded Ultralisks should lead the ensuing attack, and dozens of Hydralisks and upgraded Zerglings should fall in behind. Support these units with an air force of Guardians and plenty of Mutalisks.



Also make sure to have several Overlords trail your army to detect any Wraiths. Defilers and Queens, while not necessary, can help make the fighting easier. Charge your army west, down the ramp, and let the carnage begin. Work your way northwest, remembering to build reinforcements as units fall.

Having fought your way north, continue west to the enemy Zerg base in the opposite corner of the map from your starting position. As you fight on Zerg territory, try placing a Nydus Canal exit from your main base on the enemy creep. That way, you can send reinforcements straight into battle. Your last target, a concentrated Terran presence, lies south of the Zerg base. Its Valkyries and Battlecruisers should prove no match for Hydralisks, and Ultralisks screen them from damage. Once every last enemy structure on the map is no more, your hard-fought battle is over, and your mission is accomplished.

MISSION 5: TRUE COLORS

OVERVIEW

You are faced with a massive concentration of Terrans to the southwest, and Protoss to the southeast, and you must devastate them entirely, and kill their powerful military leaders Admiral Edmund Duke and Praetor Fenix. Because the mission is a surprise attack, you have six full minutes to attack your enemies preemptively, with little fear of resistance.



POSSIBLE EXPANSIONS

The only undefended resource patch in the area is a single Vespene Gas geyser isolated on an island to the south of your main base. You probably will not need it. However, you will need to expand either to the large resource cache west of your starting position, or the cache to the south-east. Unfortunately, you'll find a Terran presence in the former, and a Protoss presence in the latter, and you'll need to clear either area before you can claim it. Fortunately, you can clear at least one of these areas in the first six minutes of the mission, where you'll encounter little resistance. You can find another stash of resources south of the Terran position, and another south and slightly west of the Protoss position. The sooner you clear the enemies from these regions, the more resources will remain for you to take. You will need no more than two expansions to amass plenty of resources with which to win this mission, so you may use your discretion in choosing where to expand. Because your Terran foes tend to be more dangerous than the Protoss, you are advised to aim for the western and southwestern expansions.

KEY POINTS

In the first six minutes of the mission, your enemies are idle and you are free to use your starting force of Hydralisks, Zerglings, and Lurkers to wreak maximum havoc. Defensive structures are entirely inoperable, but though the rare enemy units you encounter will not openly attack you, they will retaliate if you hit first. Try burrowing your Lurkers on the bridge in Protoss territory near the eastern edge of the map, three-quarters of the way south, during the first six minutes; place a few Hydralisks there if you can. When the timer runs out, the Protoss will begin sending convoys of Zealots, Dragoons, and High Templars across this bridge, all of



which will fall to your assault team. These units can rack up dozens of kills over the course of this mission and heavily impair Protoss attacks.

You will find Admiral Duke two-thirds of the way south, along the western border; he commands a modified Battlecruiser that can be brought down with swarms of Hydralisks, especially if protected by the Defiler's Dark Swarm. Several dozen Mutalisks can also perform the job, albeit less tactfully. You will find Praetor Fenix two thirds of the way south along the eastern border; a dozen Guardians are more than a match for his powerful Dragoon exoskeleton, although a rather simpler, more anticlimactic means of killing the Protoss hero lies with the Queens' Spawn Broodlings ability.

WALK - THROUGH

Make every second of first six minutes count. Quickly build an Extractor and start gathering minerals. Use your starting resources to hatch more Zerglings, send your Hydralisks and a few Zerglings west, and your remaining Zerglings east. Do not bother with structures like Supply Depots and Pylons; use your forces to destroy defensive emplacements and key structures like Gateways and Barracks. If you work fast and keep sending more Zerglings to the fight, you should be able to mostly free up all four resource nodes described above. Back at your base, build more Drones and start mining gas. When there's only a minute remaining, build clusters of Sunken Colonies in the southwest and southeast regions of your base, because those are the directions from which most enemy attacks will come.

When the six minutes are up, expect fierce resistance especially from the Terrans, who will come at you with Ghosts and Siege Tanks. Sunken Colonies and Hydralisks should be able to hold your ground. Build up your base as you usually would, taking care to maintain your perimeter



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defense. You'll want to heavily fortify this position before you expand. Research Burrow, send lone Zerglings to those areas you ravaged at the beginning of the mission, and burrow them there so you can check whether the enemy tries to rebuild anything. If he does, send a small force to stop him.



Your flying units, assisted by Hydralisks, must eventually clear the entire map of your enemies.

Expand when you can, using forces of Hydralisks to protect your Hatcheries as they build, then plenty of Sunken Colonies once they're ready. Expand again using the same technique. Expect increasingly powerful attacks against your main base; Battlecruisers and Carriers will try their best, but your Hydralisks should be able to thwart them. Create a network of Nydus Canals, build a huge air force of Mutalisks and Guardians, and as many Hydralisks as you can. Ultralisks can be valuable as well, as can Defilers and Queens. With plenty of units at your beck and call, you can systematically destroy all the remaining Terran and Protoss



structures in the area, killing each respective side's military leader while you're at it. When Admiral Duke and Praetor Fenix are dead, and when all enemy structures have been destroyed, the mission is over.

MISSION 6: FURY OF THE SWARM

OVERVIEW

You must hold your position and defend against aerial invasions, retake the territory ravaged by your enemies at the beginning of the mission, and finally use a vast combined air force to attack a heavily fortified UED installation to kill 30 human scientists.

POSSIBLE EXPANSIONS

You begin the mission with five bases; a few minutes later, you will have only one. Your central base, isolated on an island in the center of the map toward the east side, will survive, whereas your bases north, east, south-east, and south from that location will be eliminated. Enemy Zerg bases will be established in the wake of yours, and as soon as you muster an air force, you will need to exact revenge and take them back. You will need to reclaim at least the northern and the southern regions, but the eastern region has no Vespene Gas geyser and is therefore of lesser importance. The sooner you can reclaim these areas, the more resources will be left for you to take.



KEY POINTS

This is the first Zerg mission where every unit is available to you. That includes the new Devourer, which is imperative to your success here. The Devourer is a powerful but idiosyncratic unit, so refer to the detailed information on how it works elsewhere in this guide. Although you'll use Hydralisks to defend yourself in this mission, you will rely most heavily on an air force, since most areas of this map are inaccessible by ground. Consider building a second Spire to expedite upgrading. Likewise, expect most enemy attacks from the skies, often in the form of Overlord drops. You can prevent many of these attacks by lining your coast with defensive units or Spore Colonies, which will deter enemy Overlords from trying to breach your perimeter with their cargo.

Finally, keep in mind that your priority is to kill the UED scientists. Do not bother decimating the enemy presence on the map, but rather go straight for the scientists whom you'll find west of your main base. A dozen Guardians, backed by at least a dozen Mutalisks and around a dozen Devourers, together with Overlords for cloak detection and Queens for support, should be all you need to complete your task.

WALK-THROUGH

You can do nothing to save your bases on the edges of the map. You should even leave the outlying Overlords in place, since they will not be attacked for a long time, but will instead provide reconnaissance data for your eventual attack. You begin with good resources, and you should use some of them to build a third Hatchery. Start gathering resources, and as you can afford to, place Spore Colonies along the edges of your territory. You'll need Sunken Colonies as well. Upgrade your Overlords, morph a Greater Spire, and upgrade your flying units' weapons and armor as often



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as is practical. You'll want to work toward assembling a fleet of Mutalisks. Once you have a dozen, add to the combination a few Guardians and Devourers, as well as Overlords to spot burrowed units, and Queens. Use this force to retake the northern area. Build a Nydus Canal exit on the enemy creep before it disappears, so you can transfer your forces quickly to the newly liberated territory. Expand here, building up an even greater air force, and eventually sweep your way clockwise, killing all enemy Zerg until those regions attacked at the beginning of the mission can be reclaimed.



Your Guardians can crush the UED infantry, including their Medics, and more importantly, their scientists.

Expand to at least one more location. Since attacks will come from every angle, you'll find that Mutalisks and Hydralisks will be most appropriate for defense, with the consequence that you'll have to fend off enemy attacks personally. When you've assembled a large, fully upgraded fleet of all your various flying units, sweep it gradually west, past many



enemy Missile Turrets, until you find the UED installation. Expect fierce resistance from equivalent Zerg forces, and be especially careful of Scourges than can make short work of your Guardians. Attack with everything you have, and use your Guardians to kill enemy Goliaths and Marines before you target the scientists. Once all 30 UED scientists have been killed, you will have succeeded.

MISSION 7: DRAWING OF THE WEB

OVERVIEW

Without the aid of a Spire, you must defend against ferocious Protoss attacks and muster all your forces to escort Samir Duran to beacons at five remote and heavily fortified Protoss regions around a winding map.

POSSIBLE EXPANSIONS

There is an undefended resource cache with regrettably few minerals just south of your starting position, on high ground accessible from a ramp to the west. Because it is in the corner of the map, defending the region is fairly straightforward. You will also find a large surplus of minerals on high ground north of your starting position, also accessible from a western ramp. Defending this position is more difficult, its entire northern border open to aerial strikes. You will also find an unoccupied resource node west of the southernmost beacon. Place a Hatchery there



once you've secured the two resource caches near your base. You will need to expand to all three of these locations and defend them tactfully if you hope to accomplish this challenging mission. Of further note, you will find a Vespene Gas geyser at the northeast beacon, and a large surplus of minerals defended by a powerful Protoss garrison (which you'll have to destroy to reach the fourth and fifth beacons) near the southwest corner. Defending these positions will be difficult if you choose to expand to them.

KEY POINTS

This mission is significantly tougher than any Zerg mission before it. Much of the challenge is that you cannot use Mutalisks, Guardians, Devourers, or Scourges in this scenario, any of which would have been very useful. You cannot research Ventral Sacs either, so your Overlords cannot ferry troops around the battlefield. Fortunately, you can build Nydus Canals, so at least you can move your units quickly between bases. You will have to repel incredible Protoss attacks over the course of this mission. Expect everything, including Dark Templars, Dark Archons, Carriers, Arbiters, High Templars, and Reavers. Arbiters will use Recall to pull their forces back if you gain the upper hand; Dark Archons will use Mind Control on your Queens, Overlords, and Ultralisks; Dark Templars will make short work of you if you do not have Overlords spotting every inch of your bases. And there is no good way to fight Reavers without air support. Try to use individual Zerglings to draw their fire while your Hydralisks attack and destroy them between shots. Later, when you have Ultralisks, you can attack Reavers head-on. Move your injured Ultralisks out of the action and let them heal up.

Although you will have plenty of resources, you will invariably lose legions of units fending off attacks. Huge clusters of Sunken and Spore



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Colonies are essential for defense, and support from Queens and Defilers is also very important. Remember that, especially early on, Samir Duran can use Lockdown against many of the more dangerous Protoss units. Keep plenty of Zerglings around, so that he can use Consume on them to keep his energy level optimal. Use caution before sending Duran into dangerous situations; and do not rely on his cloaking, because all Protoss territory on the map is teeming with Observers.

WALK-THROUGH

You have no time to spare, so immediately get to work gathering resources and building up your base. You'll want to have plenty of Hydralisks around at all times, and to line the entrance to your base with Sunken Colonies, and the northern border with Spore Colonies. Keep Overlords around your perimeter, because Dark Templar and Arbiter attacks will come frequently.

If you wish to approach the mission optimistically, you can find comfort in the fact that you'll have plenty of resources to spend on Hydralisks and other ground units, since you needn't worry about all those expensive Mutalisks. Build a third Hatchery at your main base, and keep building Hydralisks because you'll keep watching them die. Once your main base is in decent shape, expand south, and line the area from the ramp with Sunken Colonies, if only to slow the enemy, who will invariably come itching to destroy your new Hatchery.

Expand to the north once your southern area is, for the time being, secure. Line the northern edge with tons of Spore Colonies, which will slow the enemy air force. Send Duran to this second expansion to help defend it with his Lockdown ability. When you have three bases gathering resources, and you've climbed the technology tree and upgraded as much as you can, begin to consider moving Duran to the beacons. The southernmost is fairly simple to reach; send a force of Hydralisks, with a



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Duran's Lockdown ability is invaluable early on, because the Protoss will not hesitate to attack with Carriers.

few Overlords and Duran trailing behind, up the ramp leading to the beacon, and use them to destroy two Photon Cannons and a small garrison of Zealots and Dark Templars. The second beacon, to the northeast of the first, is more heavily defended, with Zealots, Dark Templars, Dragoons, and Photon Cannons. Fully upgraded Ultralisks, along with your Hydralisks, with Overlord and Queen support, should be more than enough.

The next beacon, further north, will not be so simple. You'll face Archons, and worse, several Reavers. Use upgraded Zerglings to draw the Reavers' fire, then go in with a dozen Ultralisks and finish them off. As always, escort the force with Overlords. It'll be a bit of a mess, but with brute force, you can punch through and get Duran to tag the third beacon. Now take the time to expand to the region west of the first beacon, and protect the northern end of it with Spore Colonies. Have plenty of Hydralisks around, and keep Overlords in the vicinity to watch for incoming Protoss fleets.



Use your resources to muster great numbers of Hydralisks, Ultralisks, and Zerglings, and prepare to send them south across a bridge from your new expansion, into open combat against the Protoss. Although it won't have air support, this garrison will indeed have Dark Archons. Dark Archons like to steal Overlords, so you can use Overlords to bait them so they don't steal something more valuable, like an Ultralisk or a Queen. Send Hydralisks and Zerglings before you send your Ultralisks, and try to send them in small clusters to foil the Dark Archons' Maelstrom ability. Once that base is destroyed, the path to the fourth and fifth beacons is open.

The fourth beacon, all the way north past the base you just destroyed, is defended by plenty of Photon Cannons, Dragoons, Archons, Dark Templars, and Dark Archons. Use the same techniques as before to get through; prioritize the Dark Archons, or bait them with Overlords, and keep your more powerful forces in the back. The worst is over once Duran reaches this beacon. The fifth and final beacon, to the northwest of the fourth, is defended by a Protoss fleet. All you really need to do is send enough units to distract the enemy while Duran rushes for the beacon. Use as many Hydralisks as you can to punch through the Photon Cannons, and keep the Protoss air force busy. Once Duran reaches the fifth beacon, your role in the mission is over, and victory is yours.

MISSION 8: TO SLAY THE BEAST

OVERVIEW

You must defend all sides against a powerful combined force of Terran and Zerg and mount a full-scale assault against the new Zerg Overmind,



fighting past heavily fortified Terran and Zerg territory, to strike the killing blow against it with your Dark Templars.

POSSIBLE EXPANSIONS

An undefended resource cache is located on high ground west of your starting position, accessible from a southern ramp. Expand there once your original base is fortified. You'll find a small Zerg base defended by Terrans to your west beyond the plateau, and you'll want to destroy it as soon as possible and expand in its wake. A huge surplus of minerals may be found just to the southeast of that position, and an unoccupied resource node exists all the way east across a ravine, near the southeast corner of the map. You will need to use Overlords to reach this last expansion, and you should claim at least three resource deposits over the course of the mission.

KEY POINTS

The enemy will coordinate his attack; expect Devourers, Guardians, Valkyries, and Battlecruisers to fight side by side, and be prepared to counter with superior numbers. Also watch for Medics healing allied Zerg forces. You need to be prepared to face attacks at any time from the north or the west, and as always, your skill with units like Devourers, Queens, and Defilers will decide just how difficult your task will be. Scourges are very effective in this scenario, because enemy Mutalisks, Guardians, Devourers, and Valkyries are all slow enough to make themselves very vulnerable to your suicide attackers. Remember that you need to strike the killing blow against the Overmind with your Dark Templars; the Overmind is a detector, so your assassins' cloaking will be of little use.



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Do not allow your Gateways or your Templars Archives to be destroyed, because you cannot replace them. Because your Dark Templars come fully upgraded, they are especially useful for base defense early in the mission.

WALK-THROUGH

You start with a fairly advanced base, but work quickly to fortify it even further by building advanced structures and setting up plenty of Sunken and Spore Colonies, especially along the northern edges of the map. You will be attacked from the north by Terran infantry soon after the mission begins, and you may eventually want to organize a force to work their way north and destroy the Terran outpost there. But first, organize a couple of dozen Hydralisks and send them against the enemy Zerg base to the east as soon as you feel ready. Remember to provide Overlord cover; enemy Lurkers await your forces.



Hydralisks smash the rival Zerg base near your own—a promise of things to come.



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Once that base is destroyed, rather than expand to it right away, expand first to high ground east of your starting position. Defend with plenty of Spore Colonies, then expand again to where the enemy base used to be. You'll want to line the coast with Hydralisks in anticipation of enemy Overlord drops, and you may wish to set flocks of Scourges to patrol the area as well. Be especially watchful for enemy Guardians, and have many Mutalisks and Devourers on hand to help stop rival fleets before they can approach your bases.



Keeping its defenders busy, sneak your Dark Templars in to finish off the Zerg Overmind.

After you've upgraded your Overlords, you'll want to send them with Hydralisks and Drones to the southeast corner, where you'll build still another Hatchery. Watch out for Ghosts targeting Nukes from high ground north of the position, and also beware of enemy Science Vessels hunting with their Irradiate ability. Link your new base with a Nydus Canal and start amassing a huge air force, which you'll use to strike the Overmind



from the south. Your force will encounter all manner of Terran and Zerg opposition. If you support your fleet with Hydralisks and Queens, and take care to isolate irradiated units immediately, you should be able to press your way to the Overmind. Drop in as many as eight Dark Templars and use them to finish it off while your air force concentrates on the enemy units. As soon as the Dark Templars kill the Overmind, you will have succeeded.

MISSION 9: THE RECKONING

OVERVIEW

You begin with a fully developed base and have 30 minutes to destroy a fairly powerful Protoss outpost to the east. You will do so by means of Hydralisks and Zerglings, supported by Guardians and Overlords.

POSSIBLE EXPANSIONS

You will have all the resources you need to complete your mission at your starting location.

KEY POINTS

If you can accomplish this mission in less than 25 minutes, you will proceed on to the bonus mission, Dark Origins. The Walk-through below



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describes a method that should be fast enough for you to reach the bonus objective. For once, you needn't worry about units like Queens and Defilers. You simply need to build as many Zerglings and Hydralisks as you possibly can, gather them at the entrance to the Protoss base, and send them in with Overlord support. The enemy Reavers, Archons, Carriers, Dark Templars, and Dark Archons will not be able to handle the numbers you will have time to produce. Note that a Terran force exists all along the north, south, and western borders of the map, and will harass your position primarily with infantry attacks. A few Sunken Colonies will be more than enough to handle that. Concentrate exclusively on organizing a huge strike force, because your worst enemy on this mission is the clock.

WALK - THROUGH

Use both your Evolution Chambers to begin upgrading ranged and melee attacks. Get your Drones mining, and use those resources to keep building Drones until your mineral field is saturated. Keep an eye on your control, and keep hatching Overlords so that your unit production does not slow. As you can afford, research your Zergling, Hydralisk, and Overlord upgrades. Research an air attack upgrade from your Greater Spire, and send your two Guardians to the south, then to the east, where near the southern edge they'll find a Siege Tank and a Bunker. Destroy them, then move your Guardians just north of the southeast corner of the map. You'll eventually mount your attack from there.

Build another Hatchery, and if you like, another after that. Build a third Evolution Chamber to upgrade armor in addition to weapons, and start a new upgrade as soon as one is finished. Start turning out Hydralisks in swarms. You'll want about three dozen. Group them and move them to the southeast, near your Guardians. Build Zerglings by the dozen as well.



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You'll need Guardians to finish off the defenses around the stasis cell holding the Protoss Matriarch.

Keep building units and grouping them at the entrance of the Protoss base until you have 15 minutes on the clock. You should have seven dozen or eight dozen units ready to attack, with four or six Overlords backing them up. Send them in, all at once if you can.

Send your Hydralisks first, and keep your Overlords in front, because Dark Templars are present. Send the Zerglings behind. Follow with your Guardians. You'll lose many units right away, but eventually they'll breach the enemy perimeter and will start wreaking havoc on the Protoss structures. Take this time to hatch some Mutalisks and turn them into Guardians. You'll need to use Guardians to destroy the Photon Cannons and Pylons around the stasis cell. Send Zergling and Hydralisk reinforcements as necessary. If you worked quickly, you will have destroyed the entire Protoss base within 25 minutes. Not only have you succeeded, but you also proceed to the bonus mission.



BONUS MISSION: DARK ORIGINS

OVERVIEW

Guide Zeratul and a small but powerful escort of Dark Archons and Dragoons past Terran defenses ill equipped to deal with your assault team, all to uncover a startling secret.

POSSIBLE EXPANSIONS

Because this is a tactical mission, you will not need to deal with base management.

KEY POINTS

This mission is accessible if you accomplished the ninth Zerg mission in less than 25 minutes. You need all your Dark Archons to succeed, so let none of them come to harm. Their Maelstrom ability will be of little use, but you'll need to use Feedback and Mind Control often. Feedback will kill enemy Science Vessels and Wraiths, while you should reserve Mind Control for the enemy Battlecruisers. The Terrans have no Comsat Station in the area, so use Zeratul to kill all enemies not near Missile Turrets or Science Vessels.



WALK - T H R O U G H

Move your forces east. When you see the Marines, approach with just Zeratul and kill them and the Siege Tanks nearby. A Science Vessel should approach, and you can kill it quickly with Feedback. You'll find three more Marines near a Missile Turret further east, but all you really need to do is destroy the Turret with Zeratul. He can absorb not just the Marines' attacks, but also a hit or two from a Siege Tank on high ground to the south. Once the Turret is gone, Zeratul can get rid of Marines and Siege Tank alike. He'll take some Photon Cannon fire when he goes for the Siege Tank, but you can ignore it for the time being.

After the tank is dead, move Zeratul back and trigger the first beacon. You'll notice that those Photon Cannons are powered by exposed Pylons. Use your Dragoons to attack the Pylons from just outside the range of the Cannons. Enemy Marines may show up to try to stop you, and if so, withdraw your force from the Cannons, stop the Marines with Maelstrom, and use Zeratul to dispatch them. A Battlecruiser may also come around, and you should take it with Mind Control. Continue to hammer the Pylons. Once both are destroyed, the Photon Cannons are no longer a threat, and you can walk Zeratul south to the next beacon.

You'll find Marines and a Barracks as you continue west, but with no cloak-detection, Zeratul can kill them without fear of retaliation. Use Feedback on the Science Vessel further west, and keep your other forces back while Zeratul goes straight for the Missile Turret, deals with more Marines, then triggers the third beacon. As you continue south then east, you'll find a bunch of Firebats, which you should halt with Maelstrom. Beyond that, a fleet of Wraiths, which can be destroyed with Feedback. A few more Battlecruisers will show up, and you should be able to Mind Control each of them, then use them to kill the enemy Siege Tanks. Feedback can also be used against the Ghosts on high ground, while your Battlecruisers' Yamato guns can take down the three Missile Turrets in the



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area. Once the Turrets are gone, Zeratul can safely move past any remaining Terran defenses and reach the last beacon. Having gained no small bit of knowledge, you will now proceed to the final Zerg mission.

MISSION 10: OMEGA

OVERVIEW

In the final battle to assert Kerrigan's supreme rule, you must defend your position from Arcturus Mengsk's forces from the west, Admiral DuGalle's forces from the northeast, and Praetor Artanis' forces from the southeast, and eventually gather up a massive combined military with which you'll pulverize all three enemies.

POSSIBLE EXPANSIONS

There are many resource nodes in this mission, but few that are immediately accessible. An unoccupied resource node exists south of your starting position, and you can simply walk a Drone to it and expand there fairly early in the battle. Another resource node can be found to the north, but it is protected by Missile Turrets and a small garrison, and is a fairly long walk from your main base. Another resource node can be found a long way east of that one, just south of DuGalle's UED forces. Yet another undefended resource node can be found nestled all the way in the northwest corner of the map, between Mengsk and DuGalle's forces. These stashes of resources should be more than enough to see you through this mission, but should you need more, you'll find isolated minerals and Vespene Gas geysers all along the southern edge of the map, in Artanis' territory.



KEY POINTS

There is a certain simplicity about this mission, in that you will have a fair sense, from the beginning, as to what you can expect: That is, everything the Terrans and the Protoss have to offer. The fighting will be very fierce, but fortunately, your enemies will not coordinate their attacks very carefully, letting you deal with their bases one at a time. It is essential that you use combined arms as you fight, because the Hydralisk won't get you through this battle by itself. You may be able to get away with using an air force exclusively. Furthermore, concentrate on eliminating one of your three foes at a time, rather than whittling away at each. It is prudent to try to take down Artanis first, because then at least you will only face one type of enemy for the remainder of the mission. If you attack him early on with swarms of Hydralisks and Zerglings, you can eliminate his forces before they develop such powerful technologies as Psionic Storm and Maelstrom.

WALK-THROUGH

Go straight to work building up your base. Fortunately, it is already well-established, and there's plenty of room for you to work. As resources allow, set up Sunken Colonies at all three choke points leading into your territory, and build still more Spore Colonies, if only to slow the enemy. Climb the technology tree, research your choice upgrades and technologies, and as soon as you can afford to, expand to the south using a Drone and an escort of Hydralisks and Overlords. Be ready for enemy attacks from predictable directions. DuGalle likes to attack with his air force, Mengsk prefers to use a loathsome combination of infantry (including nuclear-capable Ghosts) and tanks, and Artanis will send all manner of



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ground and air units against you. Still, your Hydralisks and Sunken Colonies can stop them all, and you'd be especially wise to quickly hatch several Defilers, whose Dark Swarm can be of great benefit as you defend.



You need to attack in huge numbers, so that you can compensate for the opponent's impeccable reflexes with sheer numbers.

Hatch some Queens and use them to explore. You should expand again to the north when you can, again by sending Hydralisks with your Drones. Then you may wish to expand east of that location. Your four bases should provide you with plenty of resources, but they will be difficult to defend because you'll have to spread your forces thin. It is imperative, then, to use Sunken and Spore Colonies to do most of the work.

Link your bases with Nydus Canals, then organize a force at your first expansion to strike the Protoss first, after which you will move counter-clockwise around the map, destroying DuGalle's base, and finally Mengsk's. Executing this order is, of course, rather difficult and very deliberate. You



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may not need to expand again. You may not have trouble defeating your enemies. You will encounter nothing in this mission that you haven't seen as you fought your way to it. The only difference is that demolishing your enemies takes longer here than it might have in the past.



Try to work your way steadily into the enemy base rather than charging right in, and force his units to come to you.

Nevertheless, if you proceed shrewdly, scouting your enemy before you attack him and using combinations of ground and air forces with your Overlords, Queens, and Defilers for support; and if you accept that you will suffer substantial losses, but will have enough resources to make up for them; and if you know that the enemy will not concentrate his defenses as well as you concentrate your attack, then your victory, in this final show of your military superiority, is practically assured. Note that you will not need to destroy every enemy structure on the map, but merely the core of your enemy's bases. When all three of your foes are defeated, you will have won the Brood War through a hard-fought battle.



THE APPENDIX

THE SPOILS OF WAR— BROOD WAR CHEAT CODES

**When all else fails, you can always
cheat. Of course, you know the
advantages and disadvantages
of such actions...**



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The following cheat codes apply only to campaign and single-player scenarios, and with few exceptions, are identical to the codes for the original Starcraft. Input them by hitting the [enter key] and typing them exactly as they appear below, then pressing [enter] once again. Those codes that affect gameplay conditions like build time and fog of war can be toggled by inputting them a second time.

there is no cow level: Immediately ends the current mission in a victory.

game over man: Immediately ends the current mission in defeat.

power overwhelming: All friendly units and structures are rendered invincible. Also affects units involved in noninteractive sequences, so you may need to toggle this off during campaign events.

show me the money: Adds 10,000 minerals and 10,000 gas to your reserves.

whats mine is mine: Adds 10,000 minerals to your reserves.

breathe deep: Adds 10,000 gas to your reserves.

something for nothing: All available upgrades are researched instantly and free of charge.

black sheep wall: Eliminates the fog of war from the entire map.

operation cwal: Unit and structure build times are increased dramatically; research times become instantaneous.



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staying alive: Disables victory conditions; the current mission will prolong forever.

medieval man: All available technology and special abilities are researched instantly and free of charge.

modify the phase variance: Disables the technology tree, such that structures may be built without restrictions.

food for thought: Disables supply requirements, although the 200 supply limit still cannot be exceeded.

the gathering: Infinite energy for all units, both friendly and enemy.

war aint what it used to be: Disables persistent fog of war; once you pass through fog of war, it remains unmasked.

noglues: Prevents enemy units from using energy-based special abilities; works well with "the gathering" cheat.

radio free zerg: Plays a hidden Zerg tune; only available when using the Zerg race.

ophelia: Enables level skipping. To jump to an original Starcraft campaign mission, type "terran#", "zerg#", or "protoss#" where "#" is the number of the mission. To jump to a Brood War campaign mission, type "xprotoss#", "xterran#", or "xzerg#" where # is the number of the mission.



UNIT TABLE LEGEND

- ▶ There are three unit sizes: Small, Medium, and Large.
- ▶ There are three damage types: Normal, Concussive, and Explosive.
- ▶ Normal damage affects all targets 100 percent.
- ▶ Concussive damage affects small units 100 percent, medium units 50 percent, and large units 25 percent.
- ▶ Explosive damage affects small units 50 percent, medium units 75 percent, and large units 100 percent.
- ▶ Protoss shield points take 100 percent damage from all three damage types.
- ▶ Damage designated "splash" affects the target and all adjacent enemy units.
- ▶ Damage designated "splash*" affects the target and all adjacent units, enemy or not.
- ▶ "Bonus" refers to rate increases with each upgrade
- ▶ Build time is measured in normal speed seconds.
- ▶ Vision is measured in matrices (a single tile in the campaign editor).
- ▶ Attack range is measured in matrices.
- ▶ Cooldown is a measurement of cycles between attacks, with 30 cycles equal to one normal speed second. Note that this statistic does not directly refer to rate of attack; for instance, a Zerg Hydralisk and an Ultralisk have the same cooldown rating. However, the Ultralisk's attack is slightly slower, which translates to a slightly slower rate of attack overall. Nevertheless, cooldown tends to be a good indication of a unit's attack speed, where the smaller the value, the faster the attack.



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