

## PROTOSS – OVERVIEW

In stark contrast to the adaptive Terrans and feral Zerg are the stolid, conservative Protoss. With their highly advanced technology and potent psionic abilities, the Protoss have long considered themselves the most powerful species in the known galaxy. Although they are not a prolific people, they have learned to bolster the ranks of their military with robotic war machines and to combine their intrinsic psionic ability with technology, thus producing some of the most effective warriors ever known. If the Protoss have a weakness, though, it is their refusal to accept change. The tenets of their major religion, known as the Khala, form a rigid path and the Protoss are loathe to deviate from it for fear of once again falling into civil strife.

Although the Protoss were originally divided into several warring tribes, they were united by a single scholar/philosopher known as Khas, or "he who brings order". Having studied the archaic, forbidden teachings of his ancestors, this mystic unearthed ancient, monolithic artifacts known as the Khaydarin Crystals. The power contained within these crystals -- along with his teachings -- are apparently responsible for the strengthening of the primordial, psychic link that all Protoss share. Khas also developed a strict religious, philosophical, and social structure christened the Khala. Under the Khala -- which translates roughly to Path of Ascension -- the Protoss have abandoned the crude tribal factions that led them into generations of vicious blood feuds and have instead created three castes: The Khalai (artisans and inventors), The Templar, (warriors and explorers) and The Judicator (administrators and leaders).

Terran dealings with the Protoss have been limited, restricting our knowledge of their language, abilities and equipment. What we do know is that they possess extremely advanced technology, including warp-gate manipulation, energy shield generation and the ability to power their buildings and units with a Psionic Matrix. It is only recently that significant progress has been made in learning more of their secretive society and science, and this has come at the cost of hundreds of Terran lives.

## GROUND UNITS

### ZEALOT

Hit Points: 80	Base Ground Attack: 16
Plasma Shields: 80	Base Air Attack: N/A
Size: Small	Base Armor: 1
Supply: 2	Range: 1
Cost: 100	Sight: 7
Build Time: 40	Cooldown: 22
Produced at: Gateway	Production Hot Key: Z
Requires: Gateway	

The heart and soul of the Protoss military are the fierce Zealots who have sworn their lives to the defense of Aiur. Through the path of the Khala, they learn to hone their innate battle rage to a fine edge. The power suits worn by Zealots enhance and channel their already formidable Psionic abilities, allowing them to form a protective shield around themselves and project massive energy blades from their forearms. Even a handful of these dedicated warriors can easily control an entire colony of other, lesser species, as they are capable of tearing through armored structures and vehicles alike.

The Zealot is the backbone warrior of the Protoss ground forces. While Terrans use a carefully controlled combination of ground troops and the Zerg must spend time and resources to research Hydralisks, Zealots are available to the Protoss almost immediately. With upgrades to Weapons, Armor, and Shields (as well as the key additional "Leg Enhancements" upgrade from the Citadel of Adun) Zealots are an integral part of your army throughout the entire game.

The speed of the Zealots, their ability to absorb an immense pounding and excellent damage potential allows these warriors to bust through nearly any defense in significant numbers.

When attacked from the skies without proper air support, Zealots should retreat to Shield Batteries and Anti-Air defenses such as Photon Cannons or High Templar. If these units are unavailable, or you are in the middle of an attack against an enemy outpost, continue with the attack even if under fire from the enemy. In this instance, Zealots are effective suicide units, taking as much as they can in the way of buildings and high end units with them before they die.

A key Zealot weakness is their inability to engage airborne units. Terran players can use Wraiths and Battlecruisers to attack Zealots on the ground without fear of reprisal. Zerg players often defend their Hives with Hydralisks and Lurkers while building up a group of Mutalisks or Guardians to quickly take care of enemy Zealots. Protoss players can use a few Scouts to chase away Zealots; later employing Carriers to devastating effect. Dark Templar are also extremely effective against Zealots if the enemy Protoss player does not have Observers stationed nearby.

The other key weakness of the Zealot is their inability to attack at range. The Zealot must come in contact with an enemy before any damage can be inflicted. Troops such as Marines, Vultures, Siege Tanks, Dragoons, Reavers, Hydralisks or Lurkers can often do incredible damage to Zealots if not entirely destroying them before they can close to counter attack

### Countermeasures

Why then should you build anything but Zealots? There are quite a few reasons...

#### Terrans

- Terrans can stop even large numbers of Zealots by placing Marines in Bunkers and then repairing the Bunkers with SCVs during combat.
- Vultures can attack Zealots by using hit-and-run tactics or by luring them into fields of Spider Mines.
- Masses of Firebats equipped with the Stim Pack upgrade can make short work of even large numbers of Zealots, especially when backed up by a small number of Marines and Medics.
- During later stages of the game, the sheer destructive power of the Terran Siege Tank or any Aerial unit with the capability to attack ground units can become a serious hindrance for Zealots.
- Science Vessels can use EMP Shockwave to completely deplete the plasma shields of the Zealots, leaving them especially vulnerable to Irradiate.

#### Protoss

- The winner of straight Zealot-on-Zealot encounters is usually the larger force, or the one with the most upgrade.
- The splash damage of the Reaver will wreck havoc on tightly packed groups of Zealots.
- Superior Protoss air power can spell certain disaster for Zealots.

#### Zerg

- Zealots can be overcome by sheer overwhelming numbers of Zerglings backed with Hydralisks.
- If Zealots lack the Leg Enhancement upgrade, Hydralisks that have evolved Muscular Augments can continually move and shoot (known as "dancing") outside the melee range of the Zealot.
- In the late game, Mutalisks, Guardians, and Zerglings with the Adrenal Glands upgrade can easily annihilate large groups of Zealots

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### Upgrades

#### Ground Weapons

Level 1 - 100 100  
Level 2 - 150 150  
Level 3 - 200 200

#### Ground Armor

Level 1 - 100 100  
Level 2 - 175 175  
Level 3 - 250 250

#### Plasma Shields

Level 1 - 200 200  
Level 2 - 300 300  
Level 3 - 400 400

#### Leg Enhancements

150 150  
Faster Zealot movement

**Ground Weapons** - Each upgrade adds +2 to Ground attack for a total of +6 with all three upgrades.

**Ground Armor** - Each upgrade adds +1 to Ground Armor for a total of +3 with all three upgrades.

**Plasma Shields** - Each upgrade adds +1 to Shields for a total of +3 with all three upgrades.

**Leg Enhancements** - This is the most useful of the upgrades for Zealots as it allows them to reach their targets and engage in melee combat -- an essential factor for this unit's effectiveness in the later stages of a game.

### DRAGOON

Hit Points: 100	Base Ground Attack: 20e
Plasma Shields: 80	Base Air Attack: 20e
Size: Large	Base Armor: 1
Supply: 2	Range: 4/6 Upgraded
Cost: 125 50	Sight: 8
Build Time: 40	Cooldown: 30
Produced at: Gateway	Production Hot Key: D
Requires: Cybernetics Core	

Veteran Protoss warriors who have been crippled or mortally wounded in combat can volunteer to continue their service to the Conclave by being transplanted into Dragoon exoskeletons. Within a short time, the fallen warriors learn to control the movements of the large, mechanical walker as naturally as if they were within their former bodies. Dragoons provide essential supporting fire for the Zealot legions by launching bolts of anti-particles sheathed in a psychically charged field. These disintegration bolts are effective against both air and ground targets.

As one of the few Protoss ground units with the ability to strike both land and air targets, the Dragoon is an essential element for a well-balanced Protoss force. When used in conjunction with Zealots, Dragoons are very effective, scoring uncontested hits against enemy forces that are tied up in hand-to-hand combat. If the enemy targets the Dragoons for attack, the Zealots can get "free" hits at close range. Dragoons also provide vital support for Zealots during any aerial attack. If the Dragoons are unable to destroy the airborne attackers, consider using them as decoys to provide time for your Zealots to either make a quick escape or to make a run for enemy ground targets within range.

Protoss players should make a habit of using a mixed force of Zealots and Dragoons when building basic ground forces. It is also important to keep the Dragoons behind the front line of Zealots in any confrontation to attain the best possible use of firepower.

Dragoons can inflict 20 points of ranged explosive damage to both ground and air targets. This type and amount of damage makes the Dragoon a key unit for countering Large enemy unit types such as Battlecruisers, Scouts, Wraiths, Siege Tanks, Carriers, and Ultralisks.

Dragoons also prove to be extremely useful in "island" warfare, particularly as mobile anti-air defense in the early game. This is especially important for stopping the dreaded "Reaver Drop", either by destroying the incoming Shuttles or by destroying the dropped Reaver itself. In either case, the Dragoons should be kept in a spread out formation to decrease the chance of multiple Dragoons being lost to the Reaver's considerable splash damage. Combined with

additional defensive Photon Cannons, the Dragoons can help make any isolated Protoss colony extremely difficult to overrun.

The key weakness of the Dragoon is the long cooldown time between attacks, especially when changing targets. Dragoons also face great difficulty if they run into small units of any kind as their weaponry only does half damage against targets such as Zerglings or Marines. They can also be vulnerable if forced into narrow areas with their large cybernetic shells, as they cannot efficiently group their fire.

The most important upgrade for the Dragoon is their Singularity Charge. The increased range of the Dragoon's weaponry that this upgrade grants allows them to concentrate their firepower much more effectively against approaching targets

### Countermeasures

#### Terrans

- Siege Tanks inflict full damage against Dragoons. Also, the long range of Tanks in Siege Mode allows groups of them to quickly dispatch waves of approaching Dragoons.
- Cloaked Wraiths can halt the advance of Dragoons if the enemy Protoss player is too slow to produce Observers or does not have any stationed in the area.
- Both the EMP Shockwave of the Science Vessel and the Lockdown ability of the Ghost can severely reduce the effectiveness of Dragoons.

#### Protoss

- Zealots with the Leg Enhancement upgrade can easily defeat small groups of Dragoons.
- Dragoon-on-Dragoon encounters will boil down to numbers and upgrades, or the supporting presence of a nearby Templar or Reaver.
- Reavers can easily dispatch tight groups of Dragoons.
- Dark Templar can be a rude surprise to an opposing force of Dragoons that do not have Observer support.

#### Zerg

- The size and speed of a Zergling Horde will usually overwhelm even a large mass of Dragoons.
- Groups of Hydralisks can decimate Dragoons as long as Zealots, Templar, or Reavers do not support them.
- The small size of the Mutalisk can cause problems for Dragoons, who have Explosive attacks.
- Dragoons are fairly susceptible to groups of Mutalisks as their "ricochet" attack can fare well against groups of Large sized targets.
- The immense concentrated firepower of Guardians can destroy Dragoons rather easily.

### Upgrades

#### Ground Weapons

Level 1 - 100 100  
Level 2 - 150 150  
Level 3 - 200 200

#### Ground Armor

Level 1 - 100 100  
Level 2 - 175 175  
Level 3 - 250 250

#### Plasma Shields

Level 1 - 200 200  
Level 2 - 300 300  
Level 3 - 400 400

#### Singularity Charge

150 150  
Increased Dragoon Attack Range

**Ground Weapons** - Each upgrade adds +2 to Ground attack for a total of +6 with all three upgrades.

**Ground Armor** - Each upgrade adds +1 to Ground Armor for a total of +3 with all three upgrades.

**Plasma Shields** - Each upgrade adds +1 to Shields for a total of +3 with all three upgrades.

**Singularity Charge** - This very powerful upgrade allows Dragoons to fire on their targets sooner by increasing the range of their weapon. For maximum effectiveness, this upgrade should be researched as you build your first Dragoon(s).

**HIGH TEMPLAR**

Hit Points: 40	Energy: 200 (Upgrade to 250)
Plasma Shields: 40	Base Ground Attack: N/A
Size: Small	Base Air Attack: N/A
Supply: 2	Base Armor: 0
Cost: 50 150	Range: N/A
Build Time: 50	Sight: 7
Produced at: Gateway	Cooldown: N/A
Requires: Templar	Production Hot Key: T
Archives	

The High Templar are seasoned, veteran warriors of the Protoss armies that have walked far down the path of Khala. Those who choose to accept the mantle of the High Templar set aside the frenzied rage of the Zealot, and instead use their highly potent Psionic abilities to bolster the warriors of Aiur. The sight of enemy forces being torn apart by a Psionic Storm or wasting their firepower on projected Hallucinations is proof enough of the battlefield superiority that the High Templar can give to the Protoss.

Although High Templar are powerless when it comes to physical attacks, their special abilities -- as well as their potential to sacrifice themselves to form mighty Archons -- make them a threat that cannot be ignored.

Countermeasures

High Templar have no attack and move fairly slowly, allowing any unit with the ability to attack ground units to easily kill a single, unsupported Templar. When they are supported properly by Photon Cannons, other friendly troops, or near the relative safety of a Shuttle, Templar can become the most devastating unit in the game. In situations where you must fight against High Templar, maintaining a scattered or fanned formation with your units is crucial so that Psionic Storms do not damage all of your units at once. Press your attack once you know that the energy reserves of the High Templar are depleted, but until that point do not commit your entire attack force at once.

**Terrans**

- Marines in Bunkers are fully protected from Psionic Storm and these defensive emplacements can be used to hold vital choke points. If SCVs are being used to repair these Bunkers, care must be taken to keep them out of the range of potential Psionic Storm attacks.
- A Tank in Siege Mode can fire on High Templar from outside the range of their Psionic Storm, although more than one Siege Tank should be used to guarantee the destruction of the enemy unit before it can unleash a final Psionic retaliation.
- A group of Battlecruisers is resilient enough to shrug off the damage from a few Psionic Storms and still be an effective force.
- The Yamato blast of a Battlecruiser will surely ruin the day of any High Templar.
- Science Vessels can either use EMP Shockwave to remove the Shields and the Psionic Energy of the High Templar, or they can simply Irradiate them before the Vessel can be targeted.
- ComSat Stations should always be used to search for defensively placed High Templar before attacking any Protoss base.

**Protoss**

- Fight fire with fire by using High Templar to Psionic Storm incoming enemy High Templar. Alternately, Hallucinations of your units can be

created to trick the enemy into wasting the energy of their High Templar.

- The Feedback ability of the Dark Archon can destroy an enemy High Templar from outside the range of his Psionic Storm.
- Dark Templar can rapidly assassinate High Templar if they are not supported by a nearby Observer or Photon Cannon.

**Zerg**

- Zerglings that have evolved both Metabolic Boost (faster Zergling movement) and Adrenal Glands (faster Zergling attack) can quickly destroy High Templar. It is important, however, that the Zerglings be spread out and only a few of them sent in at a time as opposed to deploying large groups that can easily be slain by well placed Psionic Storms.
- Lurkers are very efficient at intercepting incoming High Templar. It is important to remember, however, that Zerg that are Burrowed can still be damaged by Psionic Storm.
- Queens can be used to Parasite High Templar so that they cannot launch surprise attacks. Also, Spawn Broodling will immediately kill any High Templar.
- Ultralisks can take the amount of damage dealt by a Psionic Storm and still have enough life left to power their way through heavy High Templar defenses. Ultralisks - especially those with the Anabolic Synthesis upgrade -- are often much better suited for this task than Guardians as the flying behemoths move slowly and can more easily be hit with Psionic Storm.

Upgrades

<b>Ground Armor</b>	<b>Plasma Shields</b>	<b>Khaydarin Amulet</b>
Level 1 - 100 100	Level 1 - 200 200	150 150
Level 2 - 175 175	Level 2 - 300 300	(+50 Templar
Level 3 - 250 250	Level 3 - 400 400	energy)

**Ground Armor** - Each upgrade adds +1 to Ground Armor for a total of +3 with all three upgrades.

**Plasma Shields** - Each upgrade adds +1 to Shields for a total of +3 with all three upgrades.

**Khaydarin Amulet** - This is an incredibly useful upgrade as it raises the maximum Energy available to the High Templar by 50. This allows the casting of (3) Psionic Storms or (2) Hallucinations when fully charged.

Special Abilities

**Summon Archon**

When two or more High Templar are selected, the option to summon an Archon is made available. Once two High Templar begin merging in order to form an Archon, the process cannot be reversed.

Usually the best time to use this ability is after the High Templar is drained of energy from using Psionic Storm or Hallucinate. In this way the most efficient use of the High Templar's energy is achieved before they are sacrificed in the summoning ritual.

**Psionic Storm**

200 200  
 Cost: **75**  
 Range: **9**

The celestial rage of a Psionic Storm can be a terrifying sight for any unit. This physical display of the full Psionic power of the High Templar can cause massive damage, and all units caught inside the area effect of the Psionic Storm will suffer heavy damage -- or possibly even be destroyed. As a Psionic Storm concentrates all the Psionic energy over a given area, overlapping Psionic Storms do not have any greater effect than a single one.

Although it has a relatively short duration Psionic Storm affects ALL ground and air units, making it one of the deadliest abilities found in the entire game. In particular, a Psionic Storm can melt a stacked air/ground force in a matter of seconds. Even Cloaked or Burrowed units cannot escape its effects.

One of the best uses of Psionic Storm is slowing down or completely halting an enemy's resource production. Since the worker units for all species have relatively low HP, they are destroyed fairly quickly under a Psionic Storm. With one or two uses of Psionic Storm, you can halt enemy resource production, often before they even realize what's happened.

The one major downside of this ability is the indiscriminate nature of the damage. The fury of Psionic Storm will affect both friendly and enemy units. Simply put; cast it with care. If any of your own units are caught beneath it, they will be damaged just as quickly as those of your enemy will. If you're careless with unit control, a Psionic Storm can be more destructive to you than your opponent.

There are also a few limitations to this ability. The key one is that Psionic Storm has no effect on the buildings of any species. While this can come in handy when defending your own base, it also means that Terran units within a Bunker are safe from its effects. Psionic Storm also cannot harm units caught within a Stasis Field

### Hallucination

150 150

Cost: **100**

Range: **7**

Hallucination creates two Illusions of any unit in the game -- friendly or not -- as well as Non-Player Units such as Critters. Although these doppelgangers appear to both allies and opponents just like the unit they mirror, you will always be able to distinguish your Hallucinations from your real units by their blue tint. Hallucinations are limited to the five basic functions (move, stop, attack, patrol, hold ground) and when commanded to attack, they will appear to be attacking but will inflict no damage. Hallucinations have a lifespan of approximately 180 seconds, but they take double damage from enemy attacks and disappear if an enemy uses any special abilities against them.

Hallucinations are useful for many purposes including cheap scouting, decoy tactics and numeric intimidation against an enemy.

In the case of scouting, you can use Hallucinations to take a look at a heavily fortified enemy base without worrying about the cost of losing a unit. This can be especially useful for finding weak points in an enemy base quickly so that you can plan the appropriate tactics for invasion.

The most common use of Hallucinations is to act as decoys. In island warfare this can be very useful for breaking into otherwise near impregnable anti-air fortifications. Use hallucinations of Arbiters to give your real Arbiter a chance to maintain its cloaking field during battle or perform an offensive Recall. Shuttles are another great unit to Hallucinate, especially when attempting a massed Shuttle drop of ground units. Carriers also make an excellent target for Hallucination, but since hallucinated Carriers do not have Interceptors, be sure to mix real Carriers in with the decoys to further improve the illusion.

Intimidation can also be a key element in battle. When 50 Hallucinated Carriers or Archons storm into an enemy base, your opponent will usually be quite taken aback and confused until the ruse is discovered. In the mean time, use the confusion to attack your opponent with your real forces elsewhere.

Remember that Hallucinated units do not have the special properties or abilities of the targeted unit. This means that a Hallucinated Observer would not have cloaking or cloak detection, and Hallucinated Shuttles can not load or transport other units.

### DARK TEMPLAR

Hit Points: 80

Plasma Shields: 40

Size: Small

Supply: 2

Cost: 125 100

Build Time: 50

Produced at: Gateway

Requires: Templar Archives

Base Ground Attack: 40

Base Air Attack: N/A

Base Armor: 1

Range: 1

Sight: 7

Cooldown: 30

Production Hot Key: K

Banished from Aiur for refusing to submit to the Khala, the Dark Templar have wandered throughout the far reaches of space for generations. These mighty warriors, drawing secret powers from the cold void of the cosmos, are able to bend light around themselves, which renders them virtually invisible. Armed with modified Psi-Blade technology, the Dark Templar relentlessly strive to protect their race and the ancient secrets of their tribes.

The permanent cloaking ability of all Dark Templar make them particularly useful for any ground assault or defense, particularly against the Terrans, who have limited detection abilities during the early stages of a game. The Terrans have two ways to detect Dark Templar in the early game: Missile Turrets and the ComSat Station add-on for the Command Center. Missile Turrets provide static cloak detection that is useful for defending a Terran base from attacks, but building Missile Turrets requires the Terran to use a build order that incorporates the Engineering Bay. If attacked by Dark Templar without having constructed an Engineering Bay, Terran players will find it difficult to erect Missile Turrets for detection purposes while being attacked. Providing adequate and redundant detection coverage from every angle of attack can also require multiple turrets, and every expenditure of minerals in the early game is crucial. Terrans cannot necessarily rely on just one Turret for detection, as two Dark Templar can raze a Turret quickly. The ComSat Station can be used for both offensive and defensive needs, but the ComSat is a temporary solution for the needs of cloak detection. A Protoss player can use one Dark Templar to evoke a ComSat response, then disengage from combat. This kind of attack repeated several times can leave the ComSat's energy depleted and the Terran player in an unfortunate bind. Later in the match, the Terran player can purchase Science Vessels for mobile detection, but they require very high advancement within the Terran tech tree and are expensive in terms of required Vespene gas.

When facing other Protoss players Photon Cannons can be used for static defensive cloak detection, but to maintain detection abilities while on the attack, Observers must be purchased. Even a few Dark Templars can completely disrupt an opposing attack force if it has neglected to bring an Observer along. The feared Templar can also use their Psionic Storms to destroy Dark Templar, even without the benefit of cloak detection.

Against the Zerg, you should take a more cautious route when using Dark Templar. The Zerg almost always have an abundance of mobile detection in the form of Overlords, which are required for controlling their units and are available from the beginning of every match. The Zerg can also have Sunken Colonies very early in the game and, coupled with detection ability of the Overlord, these defenses will deter most any Dark Templar invasion. However, this shouldn't stop you from making any Dark Templar against the Zerg. Just be sure to bring along support to quickly eradicate the Zerg means of detection. If the Zerg player is in a habit of spreading out a web of Overlords to cover every avenue of attack, he can be more easily punished by the mighty Protoss air fleets.

The modified Dark Templar Psi-Blade technology is almost as deadly as their ability to remain permanently cloaked. Their awesome weapons deal heavy damage against any ground unit and with a sizeable group of Dark Templar, you can easily decimate enemy forces and structures. Be sure to gain every attack advantage by getting

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the Ground Weapon Upgrades at the Forge for the +3 to attack power for each level that it grants. A single, fully upgraded Dark Templar can deal a massive 49 points of damage with each stroke.

A few disadvantages, however, keep the Dark Templar from being the ultimate unit. The first is their inability to attack aerial units. As with Zealots, Dark Templar should be accompanied by Dragoons, Scouts, Corsairs or Carriers in the latter game to make sure the Dark Templar are not mercilessly picked off by enemy airborne units.

The biggest drawback for the Dark Templar is the cooldown time between their attacks. Even though the damage potential per swing of their Psi-blade is very high, each swing can only happen so fast. As a result, Dark Templar are vulnerable to attacks against mass enemy forces, particularly hordes of Zerglings with the Speed and Adrenal Gland Upgrades, or terran Marines with the Stim Pack upgrade.

### Countermeasures

#### **Terrans:**

- Use ComSat Station Scanner sweeps, walled off Missile Turrets, and Science Vessels to detect Dark Templar as detection is the key to stopping these assassins.
- Marines are very effective once the Dark Templar are detected.
- The fast moving Vulture can easily make hit and run attacks against the slow Dark Templar. Also, the Vulture's Spider Mines have the native ability to detect and attack cloaked units on the ground.
- Science Vessels are essential for mobile detection of the Dark Templar.

#### **Protoss:**

- Hit your enemy with Dark Templar before they hit you.
- Photon Cannons both detect and attack incoming Dark Templar.
- Use Observers on the offensive to detect defending enemy Dark Templar.
- The Psionic Storm of the High Templar will damage or destroy Dark Templars, whether or not an Observer or Photon Cannon has detected them.

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### Special Ability

#### **Summon Dark Archon**

When two or more Dark Templar are selected, the option to summon a Dark Archon is made available. Once two Dark Templar begin merging in order to form a Dark Archon, the process cannot be reversed. The Dark Archon has no attack ability but has powerful special abilities at its command.

### Upgrades

<b>Ground Weapons</b>	<b>Ground Armor</b>	<b>Plasma Shields</b>
Level 1 - 100 100	Level 1 - 100 100	Level 1 - 200 200
Level 2 - 150 150	Level 2 - 175 175	Level 2 - 300 300
Level 3 - 200 200	Level 3 - 250 250	Level 3 - 400 400

**Ground Weapons** - Each upgrade adds +3 to Ground attack for a total of +9 with all three upgrades.

**Ground Armor** - Each upgrade adds +1 to Ground Armor for a total of +3 with all three upgrades.

**Plasma Shields** - Each Upgrade adds +1 to Shields for a total of +3 with all three upgrades.

## **ROBOTIC UNITS**

### **PROBE**

Hit Points: 20	Base Ground Attack: 5
Plasma Shields: 20	Base Air Attack: N/A
Size: Small	Base Armor: 0
Supply: 1	Range: 1
Cost: 50	Sight: 8
Build Time: 20	Cooldown: 22
Produced at: Nexus	Production Hot Key: P
Requires: Nexus	

The tiny Probe was designed by the Khalai to lay the foundation for Protoss colonies on hostile worlds where living workers would be at too great a risk. Probes are responsible for harvesting the Minerals and Vespene Gas that are needed to fuel the Protoss industry. They also produce and plant the warp-beacons that allow them to teleport buildings from Aiur to distant planets.

Probes are built in the Nexus and you can queue up to 5 Probes at once in each Nexus.

Probes have Plasma Shields as well as Hit Points. While Terrans can repair their SCVs and Zerg Drones regenerate automatically, if a Probe's Hit Points are reduced, they cannot be reproduced. However, their Plasma Shields regenerate slowly over time, and you can speed up the process using Shield Batteries.

Use Probes to scout for any enemy base(s) early in the game. It's very important to learn what race the enemy is and where their base(s) might be located. Any additional information you might learn can also be useful such as what buildings they have, and what strategy they seem to be leaning toward based on their buildings. You can set way points for the Probe around the town and leave it. Often the enemy will focus their time on chasing the Probe. Use this to your advantage. Take your Probe, run it into the enemy town, then run it away. Repeat. Often the enemy will become bent on destroying your Probe to the point of disrupting their build orders and game timing. If your enemy was planning an early rush attack this kind of disruption can create valuable time to prepare your defenses.

The Probe has the ability to warp in multiple buildings at will provided resources are available. A Probe only needs to start a building in the process of warping in, then the probe is able to return to resource gathering duties or immediately warp in yet another building. This is a significant construction advantage when compared to the Terran or Zerg player. A Terran SCV is unavailable for other duties while erecting a building and also vulnerable to destruction at the same time. Zerg drones are lost in their transformations into the various structures of a Hive Cluster. This means the Protoss are able to set up a huge colony in a short amount of time with only one Probe. A Protoss player only has to worry about sending one Probe to a location to start a town, instead of multiple workers as with the Zerg and Terran (unless they are willing to build more from the newly created Command Centers or Hatcheries). A Probe can Warp in a Nexus, Assimilator, and a few Pylons all at the same time.

Players should be particularly careful to prevent any Protoss Probes from escaping a town being razed. If even one Probe gets away, the Protoss player's war machine can be rolling again in very little time.

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### Build then mine

There is a trick to allow your Probe to mine resources after warping in a building to prevent it from sitting idle until you give it further commands (a good idea in a real-time game). Select the Probe, then hold down shift and while holding shift, select the building you want your Probe to warp in. Once you have done that, and while still holding shift, right-click on Minerals or Gas and let go of the shift button. Note: you must give the shift-clicked Command before the Probe starts warping the building in or you can't give any other commands. When your Probe is done constructing the building, it will start mining the resource on it's own.

Another way to do the same thing is tell a Probe to warp in a building, then quickly, before the Probe starts constructing the building, hold down **Shift**, right-click on Minerals or a Gas mine, then let go of the **Shift** button. The difference between this and the above method is you are pressing Shift after instructing the Probe to warp in the building, rather before. Both methods will work but you may find one easier than the other.

### Resources Mining

The Probe is capable of mining both Minerals and Vespene Gas. To mine Minerals simply right click on a Mineral cluster with the Probe. Each Mineral spot can only be mined by one Probe at a time. The Probe looks for what it thinks is the first and closest available mineral patch to mine. If none are available, the Probe will wait until a patch becomes free. Because of this, there is a certain point where you can have too many Probes mining Minerals. If you have a large portion of your Probes waiting to mine, you have reached the mining limit. At that point your Probes are not being efficiently utilized, and you should instead look for another set of resources for the redundant probes to harvest.

It is up to you to determine how many Probes to place on mining Minerals without building too many. A good rule is about 2 - 3 Probes per Mineral chunk, although you might want to build more or less depending on the distance of your Nexus to the Minerals.

To mine Vespene Gas you must first build an Assimilator on the Gas mine. After that is completed, select Probes and right click on the Assimilator to mine Gas. Only one Probe can be harvesting Vespene Gas from an Assimilator at any one instant. The maximum number of Probes mining a Gas mine (if your Nexus is as close as possible) is 3-4 Probes. If you order more Probes to harvest Vespene, the Probes will just stack up outside the Assimilator waiting for their opportunity to harvest. If your Nexus is further away from the Assimilator, have more Probes on Vespene harvesting duties until they begin to stack up again.

### Upgrades

<b>Ground Armor</b>	<b>Plasma Shields</b>
Level 1 - 100 100	Level 1 - 200 200
Level 2 - 175 175	Level 2 - 300 300
Level 3 - 250 250	Level 3 - 400 400

**Ground Armor** - Each Upgrade adds +1 to Ground Armor for a total of +3 with all three upgrades.

**Plasma Shields** - Each Upgrade adds +1 to Shields for a total of +3 with all three upgrades.

Researching these upgrades will add a little to the defense of the Probe. Since the Probe is already such a weak combat unit, you might only see a subtle change in the lifespan of a Probe in serious combat.

### **SHUTTLE**

Hit Points: 80	Base Ground Attack: N/A
Plasma Shields: 60	Base Air Attack: N/A
Size: Large	Base Armor: 1
Supply: 2	Range: N/A
Cost: 200	Sight: 8
Build Time: 40	Cooldown: N/A
Produced at: Robotics Facility	Production Hot Key: S
Requires: Robotics Facility	

With skilled pilots at a premium, the Protoss have turned to robotic Shuttles to ferry troops over rough terrain and into hostile territory. They are equipped with powerful thrusters, allowing them to carry even massive Reavers within their hulls, but they are not armed with any defensive systems other than a basic energy shield.

The Shuttle has the limited capacity of 8 Slots for unit transport. Specific numbers are as follows:

- Probe - Requires 1 slot (8 Max)
- Zealot - Requires 2 slot (4 Max)
- Dragoon - Requires 4 slots (2 Max)
- High Templar - Requires 2 slots (4 Max)
- Dark Templar - Requires 2 slots (4 Max)
- Reaver - Requires 4 slots (2 Max)
- Archon - Requires 4 slots (2 Max)
- Dark Archon - Requires 4 slots (2 Max)

Any combination of these units can be loaded into the Shuttle as long as they don't require more than 8 Slots in total.

The Shuttle is best used for transporting units that either cannot travel very fast on their own or cannot travel over certain types of terrain. In land warfare, you will usually want to keep the slow moving Reavers and High Templar in Shuttles to quickly get them to the front lines or to execute sneak attacks against enemy bases. In island warfare, Shuttles are absolutely essential for transporting ground units from island to island, whether as part of a "drop" attack or for the creation of expansion bases.

Every player should remember that when using Shuttles, you must always be ready to unload any units being carried by a damaged Shuttle. If a Shuttle is destroyed while transporting units not only is the Shuttle lost, but the units inside will also perish. This can be a crushing blow to a Protoss player. Remember that once a unit is unloaded from a Shuttle, the unit undergoes a cooldown period before being able to attack.

The Gravitic Drive speed upgrade is something that you should get as soon as you begin Shuttle production. The increase in speed can mean the difference between victory and defeat. However, even if you do get the speed upgrade, be sure to escort your Shuttles with Scouts or Corsairs to increase the chance of a successful transport. Enemy units will normally engage the Scouts or Corsairs first, allowing you time to either unload the Shuttle's cargo or make a hasty retreat.

Another tactic to employ that will increase the chances of a successful unloading of ground forces into a combat situation is creating Shuttle decoys with the High Templar Hallucination ability. In most cases, if you keep the real Shuttles behind the decoys, your enemy will not be able to destroy the real Shuttles before you unload your units.

The Shuttle can also serve as a haven for the High Templar and Dark Archon, keeping them safe while their Energy recharges. While inside of a shuttle, a Templar cannot be targeted by the Spawn Broodling or Irradiate ability, either. This can also be useful for the Reaver while queuing up production of Scarabs.

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### Countermeasures

#### Terrans

- Stim Packed Marines can quickly take down a Shuttle, but be sure to position the Marines below the Shuttle before beginning your attack.
- Wraiths, Valkyries and Battlecruisers can hunt down Shuttles anywhere on the map.
- Goliaths can hit Shuttles at long ranges with their Charon Booster range upgrade.
- Place Missile Turrets around your town to make enemy Shuttle landings more difficult.

#### Protoss

- Dragoons can destroy Shuttles with ease, but be sure to position the Dragoons below the Shuttle before beginning your attack.
- Scouts, Corsairs and Carriers can hunt down Shuttles anywhere on the map.
- Place Photon Cannons around your towns to prevent Shuttle landings.
- Use Mind Control with Dark Archons to capture Shuttles and any units they may be carrying.
- Use the High Templar's Psionic Storm ability to damage or destroy Shuttles and any units they might be unloading.

#### Zerg

- Hydralisks can easily destroy passing or incoming Shuttles, but be sure to concentrate the firepower of all your Hydralisk against the Shuttle.
- Mutalisks, Devourers and especially Scourge (only two are required) can hunt down Shuttles anywhere on the map.
- Place Spore Colonies around your towns to prevent Shuttle landings.
- Queens can use their Ensnare ability to slow down incoming or passing Shuttles.
- Queens can use their Parasite ability to keep an eye on enemy Shuttle activity. This is one of the best counters to use as it makes the Shuttle virtually worthless for surprise attacks. Not many people want to Shuttle troops around when you know where they are going

### Upgrades

Air Armor	Plasma Shields	Gravitic Drive
Level 1 - 150 150	Level 1 - 200 200	200 200
Level 2 - 225 225	Level 2 - 300 300	Faster Shuttle
Level 3 - 300 300	Level 3 - 400 400	movement

**Air Armor** - Each upgrade adds +1 to Armor for a total of +3 with all three upgrades.

**Plasma Shields** - Each upgrade adds +1 to Shields for a total of +3 with all three upgrades.

**Gravitic Drive** - The Gravitic Drive upgrade greatly increases the speed of the Shuttle, allowing units to be transported across large maps in a very short time when compared to the slower Terran Dropships and Zerg Overlords.

### REAYER

Hit Points: 100	Base Ground Attack: 100s/125s
Plasma Shields: 80	Upgraded
Size: Large	Base Air Attack: N/A
Supply: 4	Base Armor: 0
Cost: 200 100	Range: 8
Build Time: 70	Sight: 10
Produced at: Robotics Facility	Cooldown: 60
Requires: Robotics Support	Production Hot Key: V
Bay	

Assaulting an enemy encampment can be a very costly affair and, rather than needlessly sacrificing lives, the Protoss have developed a robotic war machine known as the Reaver

to use as mobile artillery. The Reaver is heavily armored and houses a micro-manufacturing plant to produce tiny, highly explosive drones called Scarabs. Although the Reaver carries no weapons, a well-placed wave of Scarabs can reduce both troops and buildings to rubble in moments.

The Reaver has an immense potential for causing ground damage against both units and structures. Each of the Scarabs deployed from the Reaver explodes with a small radius of splash damage, either heavily damaging or outright killing units within their radius. This makes the Reaver particularly effective against massed groups of enemy ground units. This damage can also be increased with an upgrade at the Robotics Support Bay for even better results per Scarab. Be very careful when using Reavers in combat with supporting allied troops since, although the splash damage of a Scarab will not damage your own troops or buildings, your allies are not as lucky. Misused, Reavers can cause more damage to your ally than to your enemy.

In addition to the awesome damage they can inflict, the Reaver can fire Scarabs from an impressive range. This comes in handy when invading an enemy base fortified with Bunkers, Photon Cannons or Sunken Colonies. The only ground unit with a greater range is the Terran Siege Tank when in Siege Mode.

However, this awesome power comes at a price. The Reaver has key weaknesses that can be exploited by the enemy. To compensate for these shortcomings, you should always have some form of support nearby for the Reaver. Dragoons, High Templars, Scouts, Zealots, and especially Shuttles can all add to the effectiveness of Reavers in different ways.

The first weakness of the Reaver is their very slow rate of fire, which is accompanied by the slow build time of Scarabs. During the long pauses between the firing of Scarabs, the Reaver is completely open to attacks. An enemy with units to burn can swarm in and, while risking the loss of a large number of attackers, still destroy the Reaver before it can fire again.

Secondly, the Reaver does not have the ability to attack aerial targets. To compensate for this, you'll need to make sure that they are always accompanied by Dragoons, Scouts, Corsairs, or Carriers to ensure that your Reavers live long enough to destroy oncoming enemy ground forces.

Finally, the Reaver is the slowest moving ground unit found in Starcraft. This can make moving Reavers from one location to another an agonizing affair unless a means of transport is employed. The best way to transport Reavers is with a Shuttle. Not only do Shuttles position Reavers for an attack much more quickly, they can also fly over terrain that Reavers may not be able to cross over themselves. Shuttles also allow a Protoss player to position Reavers at vulnerable, less defended areas of an enemy base.

The Reaver/Shuttle combination is one that every Protoss player should grasp. The infamous "Reaver Drop" which uses only one Shuttle loaded with one or two Reavers can be devastating against even the best of players. The key to this particular tactic lies in the element of surprise and the efficient control of the Reaver. To begin, choose a lightly guarded enemy colony as a target and then use a Shuttle to fly in through the "backdoor" of the base. Typically, the best target is the area of your enemy's base near their mineral clusters and Vespene gas where their workers are busy mining and are tightly packed. Fly the Shuttle near the target area (trying to avoid detection as much as possible) and unload one of your Reavers while keeping the Shuttle nearby. Wait for the Reaver to fire and watch your opponent's workers die en masse. Keep a sharp eye out for any retaliation, but until then, let your Reaver go about its business while keeping the Reaver as the active selection. At the first sign of a counter-attack, right-click on the shuttle, and the Reaver should immediately load back in. Now proceed with your getaway post haste.

Once you become more experienced with the tactic of Reaver dropping/loading with a Shuttle, you can use "The

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Drop" in the middle of a battle to decimate your opponent's forces while keeping the Reaver fairly safe. Also, remember that Reavers can build more Scarabs while inside a Shuttle so, queue up Scarab production before loading your Reavers into Shuttles, if possible. This Scarab production is most efficiently accomplished by pressing the hot key **R** repeatedly until the queue slots are filled. This tactic will ensure that when you next drop your Reavers, they'll be fully armed and ready for attack. Finally, the most important thing to pay attention to during a Reaver drop is the integrity of the Shuttle. Make sure that you are ready to unload your Shuttle at anytime if it is damaged. It is better to be safe than sorry - and it is certainly better that your Reavers survive to destroy one more time, than being destroyed needlessly when a damaged Shuttle goes down.

## Contermeasures

The best way to counter a Reaver drop is to kill its escorting Shuttle. Use air units to get rid of the Shuttle then fire on the Reaver from above. If that is not possible, use long range weapons such as the Siege Tanks to hit the Reaver before it can attack. If ground units are the only option, keep them spread out so only a few units (or at best only one) are hit at once.

## Terrans

- If a Reaver Drop is expected, build up to Siege Tanks as quickly as possible and place a few of them around your town. Place Bunkers or Missile Turrets next to the Tanks to prevent the Protoss player from dropping the Reaver adjacent to the Tank. Tanks in Siege Mode can usually hit Reavers before they can launch a Scarab.
- Attack the Reaver from all sides with groups of Stim Packed Marines or Firebats, setting one ahead of the rest of the group as a sacrifice. Although this kind of attack requires a great deal of micro-management to work, it is highly effective.
- Wraiths or Battlecruisers can attack Reavers with complete impunity
- Use a Marine or Tank protected by a Defensive Matrix to absorb Scarab hits while the rest of your forces destroy the Reaver.

## Protoss

- Dark Templar can easily destroy Reavers if they can approach undetected.
- Dragoons that are spread out can destroy a Reaver before it causes too much damage. Dragoons can also supplement the Photon Cannon defenses of a base, thus preventing a drop in the first place.
- Scouts and Carriers can attack Reavers with complete impunity
- Use the Psionic Storm ability of the High Templar to fry the slow moving Reaver.
- Using a Dark Archon to Mind Control the enemy's Reaver can easily turn the tide of a battle.

## Zerg

- Massed Zerglings with the Adrenal Glands Upgrade can overwhelm lone, unsupported Reavers.
- Hydralisks that are spread out can destroy a Reaver in quick order.
- If undetected, Lurkers can deter Reaver attacks in any given area.
- Mutalisks and Guardians can attack Reavers with complete impunity

## Upgrades

### Ground Armor

Level 1 - 100 100  
Level 2 - 175 175  
Level 3 - 250 250

### Plasma Shields

Level 1 - 200 200  
Level 2 - 300 300  
Level 3 - 400 400

### Scarab Damage

200 200  
Increased Scarab Damage

### Increased Reaver Capacity

200 200  
+5 Max Scarabs

**Ground Armor** - Each upgrade adds +1 to Ground Armor for a total of +3 with all three upgrades.

**Plasma Shields** - Each Upgrade adds +1 to Shields for a total of +3 with all three upgrades.

**Scarab Damage** - This upgrade adds 25 points to the damage inflicted by a Scarab. Although not usually as useful as the Increased Reaver Capacity upgrade, it is still helpful in reducing the time and Scarabs required to destroy a target.

**Increased Reaver Capacity** - If you plan on utilizing Reavers in your mix of forces, you should research this upgrade as quickly as possible.

## OBSERVERS

Hit Points: 40

Plasma Shields: 20

Size: Small

Supply: 1

Cost: 25 75

Build Time: 40

Produced at: Robotics Facility

Requires: Observatory

Base Ground Attack: N/A

Base Air Attack: N/A

Base Armor: 0

Range: N/A

Sight: 9/11 Upgraded

Cooldown: N/A

Production Hot Key: O

These small drones are employed to survey vast wasteland areas or observe and record battles for study within the Archives. Their complex sensor array leaves little energy for defenses, but they can detect cloaked or concealed units with ease, making them invaluable on the battlefield.

Observers that are used for deep-space exploration are often deployed without any defensive systems, but when used in a combat zone they are equipped with a microcloaking field to hide them from the enemy. Like the Arbiter, the Observer does not require any additional energy to maintain the field.

Observers are Robotic spies for Protoss forces on the battlefield. Their huge advantage is the ability to stay permanently cloaked. While Terran players must research upgrades to cloak their Wraiths and Ghosts, every Observer constructed is equipped with a cloaking field without extra cost. No upgrades are necessary to enable this cloaking ability, and there is no need to worry about activating the cloak in combat.

Observers are fairly cheap at a cost of only 25 minerals and 75 Vespene gas, so a Protoss player can usually afford to have several on the battlefield at once.

As the only mobile cloak detector available to the Protoss, Observers are vitally important when attacking a force that has units capable of cloak. The other cloak detector the Protoss possess is the Photon Cannon, but the Cannon is a static defensive structure.

When building Observers, it is a good idea to move the Rally point for the Robotics Facility a short distance away from the building. Because Observers are cloaked, you may find they are hard to spot when they warp in next to the Robotics Facility. By moving the Rally point a little ways away from the building, the Observers should be easier to spot. They can be seen on the mini-map if you have real difficulty finding them.

Observers are an extraordinary tool in the Protoss arsenal. A Protoss commander can easily see the other species Cloak Detectors (Terran Science Vessels, Zerg Overlords), while the enemy only notices your Observers if they happen to move by it with a cloak detector, cast Scanner Sweep, or see the distortion on the map. Even if detected, the small size of the Observer can make them difficult to see by a player on the screen. This is another reason Observers are such good reconnaissance units.

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Place Observers over enemy buildings, Mineral spots, Trees and other Terrain. By doing this, they will be very hard to spot even if the enemy has a detector.

Place Observers over key resource spots to watch for enemy resource expansion attempts. This one of the main uses of the Observer. If you have more areas to check than you have observers, make use of the Patrol command. Way points can also be used to order an Observer to move over multiple areas. Select the Observer, hold down **Shift** and right click on all the resource spots, then release **Shift**.

Send Observers with your Carrier and Scout fleets to avoid attack by cloaked Wraiths, and to spot cloaked Ghosts and Burrowed units. Be sure to send multiple Observers with your fleets, especially against a Terran player who might try to Scanner Sweep your Observers. If they destroy one Observer, you want other Observers nearby to keep the Detection coverage intact.

Observers are the best Protoss weapons against Zerg Burrowing. Before building an expansion town, make sure to first scout the location with an Observer. You can detect any burrowed units the Zerg is using as scouts, eliminate them, then create your expansion without tipping off the Zerg.

Observers are fragile. Avoid moving them next to Terran Missile Turrets, Protoss Photon Cannons, and Zerg Spore Colonies, all of which not only can detect the presence of your Observer but also damage or kill it.

Research both upgrades for the Observers in the Observatory as quickly as possible. The upgrades give you much more flexibility when using your Observers.

### Countermeasures

If you pay careful attention, the graphical disturbance a cloaked Observer creates can be seen. This will alert you to their presence, and you can take the appropriate measures to eliminated the threat

### Terrans

- Erect Missile Turrets around your town. This should prevent Observers from spying on your town, and also provide a strong air defense.
- ComSat an area where you know an Observer to be hidden and destroy the Observer easily with nearby combat units.

### Protoss

- You will need your own Observers to reveal enemy Observers in remote locations.
- Set up a ring of Photon Cannons around your bases to keep the Observers away.

### Zerg

- Overlords are usually all the Zerg player needs to counter Observers. Place a ring of Overlords around your bases.
- Also place Spore Colonies around each base. Not only will Observers be detected but they and any other enemy air unit will be fired upon.

### Upgrades

#### Air Armor

Level 1 - 150 150  
Level 2 - 225 225  
Level 3 - 300 300

#### Plasma Shields

Level 1 - 200 200  
Level 2 - 300 300  
Level 3 - 400 400

#### Sensor Array

150 150  
Increased Observer sight range

#### Gravitic Booster

150 150  
Faster Observer movement

**Air Armor** - Each Upgrade adds +1 to Armor for a total of +3 with all three upgrades.

**Plasma Shields** - Each Upgrade adds +1 to Shields for a total of +3 with all three upgrades.

**Sensor Array** - This will allow the Observer to see more of the area around it. This is a must have.

**Gravitic Booster** - This allows the Observer to move much faster. Another must have upgrade.

Both the Sensor Array and Gravitic Booster upgrades are useful and nearly obligatory when using Observers. The ability to see further and move faster greatly increases the usefulness and flexibility of the Observer.

## AERIAL UNITS

### SCOUT

Hit Points: 150	Base Ground Attack: 8
Plasma Shields: 100	Base Air Attack: 28e
Size: Large	Base Armor: 0
Supply: 3	Range: 4
Cost: 300 150	Sight: 8/10 Upgraded
Build Time: 80	Cooldown: 30Gnd/22Air
Produced at: Stargate	Production Hot Key: S
Requires: Stargate	

We regard the swift one-man Scout as a tool for exploration and light combat, but against the inferior technology of other species it is a formidable combat unit on its own. Scouts are armed with both air-to-air Missiles and ground-attack guns, making them effective against all targets. Recent developments in enhanced sensor systems and high-power engines have further increased its effectiveness.

The Scout is one of the most versatile and powerful tools available to the Protoss but it comes at a price. Protoss Scouts are expensive and require a long time to produce. They are very powerful in large groups, especially when combined with Shield Battery use. Gravitic Thrusters, researched at the Fleet Beacon, allow Scouts to travel at a much faster rate. To build a sizeable force of Scouts, 2 or more Stargates should be built to compensate for the long build time it takes to produce a Scout.

Scouts can inflict 8 points of normal damage (upgradeable to +3, +1 for each upgrade) to ground targets and their air attack, in the form of Missiles is 28 points of Explosive damage (upgradeable to +6, +2 per upgrade). Needless to say, with that kind of firepower, Scouts can cause devastating damage to any aerial force.

The Scout is easily the most powerful air unit for its price and as mentioned before, coupled with Shield Battery use, you can protect the investment of your Scout production. Although Shield Batteries are useful for any Protoss Unit, Scouts can take the best advantage of them with their speed and the fact that they can fly over any terrain. By recharging your Scouts' shields between attacks, you can lengthen the life span of the Scout by a considerable margin, and if you continue to produce Scouts while maintaining your existing ones, your Scout force will grow at a much faster rate. To best use the Battery/Scout combination, keep your Shield Batteries relatively close to battle sites and protected from ground attack. If you can afford to keep a cluster of Photon Cannons near the Shield Batteries, then all the better for a returning group of damaged Scouts.

While Scouts are able to attack ground units, they are not always the best option (unless the enemy has no anti-air attack units) due to their long cooldown times between ground attacks. They are, however, excellent as support units for Zealots, Dark Templar or Reavers (all of which lack the ability to attack aerial units).

When facing a Terran opponent, be sure to keep your Scouts escorted by one or more Observers, in the case that they may encounter cloaked Wraiths. Without the detection abilities of the Observers, your Scouts will have no defense against that kind of confrontation. For the easiest method of keeping Observers with your Scouts, just select an Observer and right-click on one of the Scouts. This will "link" the Observer to the targeted Scout and will tail the Scout without needing any additional commands. Note that giving the Observer a command afterwards will effectively break its link with the Scout and you will either have to re-link the Observer or make sure it's selected with the group of Scouts when they're being moved around.

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Against the Zerg, Scouts should be wary of outnumbering groups of Mutalisks or Devourers. If your opponent is tending to use large groups of Mutalisks, your best option is to keep your Scouts accompanied by Corsairs, Dragoons or High Templar with Psionic Storm. If possible, keep your Scouts from packing too tightly together against Mutalisks to minimize the effectiveness of their "ricochet" attack. Against Devourers, try and destroy them as quickly as possible before they attach too many acid spores (which increases the Scout cooldown). Also with the Devourers, try and separate your Scouts to avoid the splash effect from the Devourer attack. During land invasions, Scouts can be extremely useful for taking out Sunken Colonies to give your ground units more leeway in their attack. And if you have time to spare, use your Scouts to hunt down stray Overlords to both prevent the Zerg from seeing your movements as well as diminishing their supply.

### Countermeasures

#### Terrans

- Use Cloaked Wraiths (with ComSat scans or Science Vessels to reveal and destroy Observers immediately)
- Battlecruisers in numbers can overwhelm groups of Scouts (use Yamato Gun to instantly destroy Scouts)
- Goliaths work well against Scouts with their explosive damage Hellfire Missiles (a full 20 base damage points against Scouts)
- Use Lockdown with Ghosts to freeze and disable Scouts temporarily (use Cloaked Ghosts to sneak up on groups of Scouts)
- Use EMP Shockwave with Science Vessels to completely deplete the Plasma Shields of the Scouts
- Bunkers (filled with Marines) and Missile Turret Combinations

#### Protoss

- Dragoons work well against Scouts with their explosive damage attack
- High Templar with Psionic Storm can spell doom for tight groups of Scouts
- In Scout vs. Scout encounters, good use of Shield Batteries can turn the tide (if the Scouts are similar size groups)
- Use Arbiters to cloak your air/anti-air force (be sure to bring along Observers to detect and destroy any Observers the enemy might have)

#### Zerg

- Use Scourge against lone or small groups of Scouts (not a good idea against larger groups of Scouts)
- Mass Mutalisks or Devourers or a combination of both work well against packs of Scouts
- Plague and Ensnare work well to help Mutalisks/Devourers overcome groups of Scouts
- Spore Colonies have a long range and can aid in deterring groups of Scouts

### Upgrades

Air Weapons	Air Armor	Plasma Shields
Level 1 - 100 100	Level 1 - 150 150	Level 1 - 200 200
Level 2 - 175 175	Level 2 - 225 225	Level 2 - 300 300
Level 3 - 250 250	Level 3 - 300 300	Level 3 - 400 400

**Apial Sensors**  
100 100

Increased Scout Sight Range

**Gravitic Thrusters**  
200 200

Faster Scout movement

**Air Weapons** - Ground attack is upgraded +1 per upgrade for a total of +3. Air attack is upgraded +2 per upgrade for a total of +6.

**Air Armor** - Each Upgrade adds +1 to Armor for a total of +3 with all three upgrades.

**Plasma Shields** - Each Upgrade adds +1 to Shields for a total of +3 with all three upgrades.

**Apial Sensors** - Although not necessary with ample use of Observers, this upgrade is cheap enough to say, Why not.

**Gravitic Thrusters** - This will allow Scouts to reach their targets at a much faster rate, as well as more quickly retreat to Shield Batteries.

### CORSAIR

Hit Points: 100	Energy: 200 (Upgrade to 250)
Plasma Shields: 80	Base Ground Attack: N/A
Size: Medium	Base Air Attack: 5es
Supply: 2	Base Armor: 1
Cost: 150 100	Range: 5
Build Time: 40	Sight: 9
Produced at: Stargate	Cooldown: 8
Requires: Stargate	Production Hot Key: O

These fast, medium sized warships were built by the Dark Templar to safeguard their wandering fleets. Employing a devastating Neutron Flare in a ship to ship combat, the Corsair is a versatile addition to the Protoss fleet. With its powerful Disruption Web, the Corsair can even prevent warriors deployed on planetary surfaces or defensive structures from attacking. This ability, when used as part of a large siege, is an invaluable asset to Protoss warfare.

Extremely quick and agile, the Corsair is an essential part of any Protoss air fleet. Their Neutron Flares don't deal much damage per shot (5 base points of explosive damage), however, their rapid fire more than makes up for the difference. The Neutron Flares also causes 1/2 splash damage to units within a 50 pixel radius around the target and 1/4 splash damage within 100 pixels. All this combines to make the Corsair a very real threat to packs of enemy aerial units.

With their speed, Corsairs also serve well as scouts and interceptors (not to be confused with units of the same name). A group of Corsairs can be almost anywhere on the map within a very short span of time and they don't need an upgrade to get their speed, so straight out of the Stargate, a Corsair serves as the best unit for taking a quick look around the area.

Against the Zerg, Corsairs are well suited for hunting down wandering Overlords and if used as support for Dark Templar, any Zerg colony would face difficulty. Mutalisks in particular, fare badly against Corsairs, especially if they are tightly packed or stacked. If they face difficulty, the Corsairs can easily outrace the Mutalisks if they need to recharge at a Shield Battery or take refuge amongst Photon Cannons.

Against Terrans, Corsairs are more useful for their Disruption Web ability (since Valkyries and Battlecruisers all have relatively heavy armor and HP). Unless they're used to hunt down Science Vessels or Dropships, Corsairs are best used as air support for Dark Templar, Zealots or Dragoons. Since they travel much faster than Observers (even with the speed upgrade), the Corsair is not a good choice for hunting down cloaked Wraiths on the move. Their Disruption Web, however, can cause huge problems for Terran Siege Tank/Bunker blockades, in which case Dragoons or Scouts or any other ranged attack unit can quickly dispatch the affected units/structures.

### Countermeasures

The main weakness of the Corsair is its inability to attack ground targets. This leaves it very open to attacks from many different and frequent ground based enemies. The Corsair is very support oriented in its design. Use this to your advantage by catching it without ground or ground firing support. Although normally Towers would be a great defense against such a non ground firing flier, Corsairs can use

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Disruption Webs to prevent Towers such as Missile Turrets, Photon Cannons and Spore Colonies from hitting them.

### Terrans

- Marines in large numbers can deter groups of Corsairs if they stay mobile (if Stim Packed, they can chase down Corsairs)
- Goliaths (with the Charon Booster range upgrade) can be effective against Corsairs as long as they stay out of Disruption Webs
- Use EMP Shockwave with Science Vessels to deplete Corsair Plasma Shields
- Cloaked Wraiths can strike freely (be sure ComSat scan for any Observers before engaging)
- Battlecruisers and Valkyries can take down packs of Corsairs as long as they're not grossly outnumbered

### Protoss

- Dragoons (with the Singularity Charge range upgrade) can be effective against Corsairs as long as they stay out of Disruption Webs
- High Templar with Psionic Storm can ravage groups of Corsairs (but be sure to cast carefully since Corsairs can speed out of almost any situation if used properly)
- Carriers in groups can overwhelm groups of Corsairs

### Zerg

- Hydralisks (with the range upgrade) can work well against Corsairs (the more the merrier) as long as they stay out of Disruption Webs
- Use Plague and Ensnare to damage/slow Corsairs down enough for your Hydralisks/Devourers to destroy them
- Groups of Devourers can usually attach enough acid spores to reduce the Corsair effectiveness to near zero
- Scourge work well against lone or small groups of Corsairs

### Upgrades

#### Air Weapons

Level 1 - 100 100  
Level 2 - 175 175  
Level 3 - 250 250

#### Air Armor

Level 1 - 150 150  
Level 2 - 225 225  
Level 3 - 300 300

#### Plasma Shields

Level 1 - 200 200  
Level 2 - 300 300  
Level 3 - 400 400

#### Argus Jewel

100 100  
+50 Energy Capacity

**Air Weapons** - Each Upgrade adds +1 to Air Attack for a total of +3 with all three upgrades.

**Air Armor** - Each Upgrade adds +1 to Armor for a total of +3 with all three upgrades.

**Plasma Shields** - Each Upgrade adds +1 to Plasma Shields for a total of +3 with all three upgrades.

**Argus Jewel** - This will allow the Corsair to store more energy for Disruption Web.

### Special Ability

#### Disruption Web

200 200  
Cost: **125**  
Range: **9**

Corsair pilots can focus their psychic energy through the Neutron Emitters on their vessels, creating a field of Psionic static that disrupts the neural impulses found within most on-board computer systems causing range and melee attacks from within the web to be highly inaccurate. The magnetic resonance found within terrestrial ores and minerals draws

the attack planetward, rendering this energy web ineffective against airborne targets.

The Corsair can cast a web of energy on the ground that disrupts all attacks coming from within the affected area. All ground units and structures (including Photon Cannons, Spore Colonies, Sunken Colonies, Missile Turrets and Bunkers) cannot attack while within the area of effect of the Disruption Web.

Disruption Web is especially useful against blockades of Photon Cannons or Siege Tank/Bunker combos in land warfare and it is almost essential in island warfare where your opponent may be fortifying the perimeter of an island with Missile Turrets, Photon Cannons or Spore/Sunken Colonies so that you can invade with shuttle loads of units.

But keep in mind that Disruption Web in itself does not harm the enemy, it only disables. So be sure to attack with ranged attack units ASAP after casting the web (melee units are useless against webbed targets). If you do have melee units, be sure to command them to attack enemy units/structures outside of the Disruption Web.

Finally, don't confuse the functionality of a Disruption Web with the Zerg Dark Swarm. Disruption Web prevents units from firing OUT of the web but doesn't prevent units from firing INTO the web, whereas Dark Swarm is the exact opposite.

### CARRIER

Hit Points: 300	Base Ground Attack: 6
Plasma Shields: 150	Base Air Attack: 6
Size: Large	Base Armor: 4
Supply: 8	Range: 8
Cost: 350 250	Sight: 11
Build Time: 140	Cooldown: N/A
Produced at: Stargate	Production Hot Key: C
Requires: Fleet Beacon	

The massive Carriers serve as both command centers and devastating weapons of war. Heavily armored and shielded, the Carrier mounts no weaponry but instead manufactures and launches flights of robotic Interceptors at vital enemy targets. The computer-controlled Interceptors are capable of quickly tearing apart even the largest of vessels with their relentless strafing runs.

The Carrier is a powerful and terrifying unit when seen in numbers. While the Carrier itself has no attack ability, the Interceptors it deploys can be anything from annoying to downright deadly. A group of Carriers are the ultimate Siege Weapon, utilizing Interceptors to lay waste to anything in the air or ground. Interceptors fly out and attack on their own, but you can give them targets to destroy by commanding the Carrier to attack (right clicking or using the hot key **A** on the target) or by issuing an Attack-Move (using the hot key **A** and selecting an area rather than a target to move to). Most of the time, you will want to use the Attack-Move command when using Carriers and saving the right click (direct unit targeting) command for the most dangerous or threatening units. While the direct unit targeting will kill the selected target much more quickly, there is a certain amount of delay when the Interceptors leave and enter the Carrier and that slight pause in between attacks leaves the Carrier vulnerable. If Carriers are group selected and given that kind of command, the pause can come at the same time for all the Carriers leaving a much larger window for your opponent to use against you. The Attack-Move will generally leave the Interceptor attack patterns randomized with virtually no delay in attacks.

The Carrier can carry up to 4 Interceptors to begin with, and when given the Capacity upgrade, they can carry up to a maximum of 8 Interceptors. Interceptors are not built with the Carrier and must be produced by the Carrier (use the hot key **I** for Interceptor production) and can be queued up for 5 Interceptors at a time. Each Interceptor requires 25 Minerals for production and if one happens to be destroyed in battle,

the Carrier can produce more (up to the limit of 8) as long as there are enough resources. Other than production, Interceptors do not require any maintenance on your part. Every time they return to the Carrier after an attack sortie, they are automatically repaired and their shields are recharged. If you do happen to notice that your Interceptors are damaged, the only way to force the Interceptors back into the Carrier is to have the Carrier retreat (which forces ALL of its Interceptors to return). However, be wary of retreating if the majority of your Interceptors are healthy or if a strategic target is nearly dead, since the window of vulnerability swings wide open when the Interceptors begin returning to the Carrier bays.

For the best effectiveness, the Carriers should always be at their Interceptor limit. As mentioned before, Interceptors can be destroyed in the heat of the battle, and if they aren't replaced the Carrier becomes that much less useful. A Carrier with no Interceptors is a complete waste of resources and supply units and can easily be destroyed by enemy air-to-air/anti-air units.

When using Carriers to attack, try and keep them above high ground, water, space, ice, etc. where the Carriers are out of ground unit attack ranges. The Carrier attack range (the maximum distance the Interceptors can fly from the Carrier) of 8 is better than most units and as long as the Interceptors can reach a given target/enemy presence, there's no need to put the Carrier in any jeopardy. If your opponent has and uses air units to attack/defend be sure to target them first to give your Carriers the best possibility of retreating from a bad situation. The downside, however, is that if an enemy comes into your Carrier's attack range, your Carrier will automatically acquire the target and begin moving towards it. If you become careless with your Carrier control, you enemy can easily lure idle Carriers into traps and ambushes without any damage or loss while you lose a potentially powerful weapon. If you do have to leave your Carriers at a certain location (perhaps to intercept enemy expansion attempts or sneak attacks), be sure to use the **Hold Position** command (hot key **H** with Carriers selected) to prevent your Carriers from wandering.

In addition to their great attack range, Carriers also have a long sight range (11 units). This can be both helpful and problematic depending on the situation. Obviously for attacks, the long sight range will allow you to attack the enemy before they can see you and overall will help you destroy your enemy at best and cause confusion at least.

The Carrier also has the ability to "stack" when in groups. This can also be an advantage or a disadvantage depending on the situation. Stacked Carriers in large groups have a concentrated field of attacking Interceptors and can make it near impossible for your enemy to select any units caught beneath them or even select the Carriers themselves. This can be a great advantage during a siege and should be used in most cases. However, if your opponent has units with special abilities or area-effect attacks, stacked Carriers can be heavily damaged in a very short amount of time. Examples include High Templar casting Psionic Storm, Defilers casting Plague, Queens casting Ensnare, Science Vessels casting EMP Shockwave, etc. Large groups of Corsairs, Archons, Mutalisks, Devourers, etc. with their area-effect damage attacks are also deadly. If your opponent shows any signs of utilizing those counters, be very cautious with your Carrier attacks, and let them spread out if possible.

As recommended with the Scouts, you will always want to keep at least one Observer with your Carriers (although the more the merrier) since they have no detection abilities of their own. This will prevent Cloaked Wraiths or Arbiter cloaked Protoss units from making easy targets out of your Carriers. Again, you should use the Observer "link" tactic (select an Observer and right-click on one of the Carriers) to have an Observer follow your Carriers wherever they go without further management (unless you issue another command to the Observer).

Like any other unit in Starcraft, Carriers function best when supported by other units (for a more balanced force). Dragoons and Scouts always make excellent support units, but if you're lacking in resources, you may wish to resort to Zealots and Corsairs to defend against both air and ground targets.

One thing to remember when using Carriers is that when they are destroyed, all of the Interceptors associated with that Carrier self destruct along with it. Once those Interceptors are destroyed, depending on the Carrier fleet size, you can lose a significant advantage in battle. Therefore, be sure to keep your Carriers' shields full with Shield Batteries and never hesitate to retreat if the Carrier begins taking heavy damage. If the damage is severe, the best method of retreat is to use the Arbiter Recall ability on your Carrier fleet. This will instantly teleport your fleet to the Arbiter's position and hopefully out of harm's way.

### Countermeasures

For any race, if you can force enemy Carrier(s) to move from a standstill position, it will cause any Interceptors the Carrier(s) may have to return to the Carrier which leaves it vulnerable to attack. At that point you can attack them with any air-to-air/anti-air units you may have without worry of counterattack, at least until the Carrier(s) come to a stop to redeploy their Interceptors.

### **Terrans**

- Use EMP Shockwave with Science Vessels to completely deplete Carrier Shields.
- Cloaked Wraiths can dispatch Carriers that don't have detection nearby.
- Use Yamato Guns with Battlecruisers to quickly even the odds.
- Valkyries can counter Carriers if they have an advantage in numbers.

### **Protoss**

- Use Psionic Storm with High Templar to heavily damage stacked Carriers.
- Use Mind Control with Dark Archons to make your opponent's advantage yours.
- Scouts escorted and cloaked by an Arbiter can quickly destroy Carriers.
- Large groups of Corsairs using Hit and Run tactics can kill Carriers.

### **Zerg**

- Hydralisks covered by Dark Swarm can quickly destroy Carriers (be sure to target the actual Carrier immediately).
- Devourers in large groups can withstand the punishment from Interceptors with their heavy armor as well as deal significant damage to the actual Carriers; best used if supported with Mutalisks.
- Use Plague with Defilers to reduce the Carrier HP.
- Use Ensnare with Queens to slow Carrier movement.
- Use Parasite with Queens to keep track of Carrier movement.
- Use groups of Scourge to destroy the Carrier.

### Upgrades

#### **Air Weapons**

Level 1 - 100 100  
Level 2 - 175 175  
Level 3 - 250 250

#### **Air Armor**

Level 1 - 150 150  
Level 2 - 225 225  
Level 3 - 300 300

#### **Plasma Shields**

Level 1 - 200 200  
Level 2 - 300 300  
Level 3 - 400 400

#### **Carrier Capacity**

100 100  
+4 Max Interceptors

**Air Weapons** - Each upgrade adds +1 per upgrade for a total of +3 with all three upgrades.

**Air Armor** - Each upgrade adds +1 to Armor for a total of +3 with all three upgrades.

**Plasma Shields** - Each upgrade adds +1 to Shields for a total of +3 with all three upgrades.

**Increase Carrier Capacity** - A must have upgrade. As soon as the Fleet Beacon is completely warped in, (if the plan is to make Carriers) research this upgrade, even before you have any Carriers. The difference between having 4 or 8 Interceptors is significant.

### ARBITER

Hit Points: 200	Energy: 200 (Upgrade to 250)
Plasma Shields: 150	Base Ground Attack: 10e
Size: Large	Base Air Attack: 10e
Supply: 4	Base Armor: 1
Cost: 100 350	Range: 5
Build Time: 160	Sight: 9
Produced at: Stargate	Cooldown: 45
Requires: Arbiter Tribunal	Production Hot Key: A

The only warship to be crewed exclusively by non-Templar, the mighty Arbiter is used to provide special support for assault groups. Psychic Judicators crew the Arbiter ships, and they use the Arbiter as a focal point to project a reality-warping field that serves to conceal all friendly units within close proximity. Since the Arbiter must be anchored firmly in space-time to safely generate such a large field, it is immune to the effects and remains visible, even when surrounded by the field of another Arbiter.

The Judicator crew can also use the Arbiter to quickly move troops from one location to another, by opening up a rift in the fabric of space-time. Troops entering the warp rift are Recalled back to the Arbiter that formed the field. These teleported troops, of course, also benefit from the Arbiter's distortion field.

In addition to destabilizing local reality to generate its distortion field, some Arbiters are capable of strengthening discrete pockets of space-time. Anything caught within these absolute pockets is beyond the reach of any normal interaction, friendly or otherwise. Units trapped in a stasis field can neither move nor attack, and are completely immune to the effects of damage and special abilities. This ability is equally effective at protecting Protoss troops until reinforcements can arrive, and pacifying foolish attackers.

The Arbiter can inflict 10 point of explosive damage to air and ground targets, however, the expense and abilities of the Arbiter make it a unit best used for other purposes. If there is no means of immediate escape and the Arbiter has used all of its energy, then its attack should be used as a final resort for defense. Also as a result of the Arbiter's weak attack, you should always keep them escorted by support units (Scouts, Dragoons, Carriers, etc.).

One thing to be wary of is an idle Arbiter. The Arbiter has an attack range of 5 and, unfortunately for the Arbiter, a lot of units have a greater attack range and can begin firing on the Arbiter before it can, leading to quick destruction. A clever opponent can use this against you by luring idle Arbiters into traps/ambushes by purposely moving a unit into the Arbiter attack range or firing a single shot at the Arbiter and retreating to the trap. The best prevention for this type of scenario is to **Hold Position** by selecting the Arbiter and using the hotkey **H**. However, if you receive the attack alert, be ready to issue a command for the Arbiter as soon as possible, otherwise the Arbiter will remain rooted in position while being attacked (and again, many units have a greater attack range than the Arbiter and in a Hold Position case, the Arbiter will stand still while the enemy gets free hits).

The two main reasons to build Arbiters are for the ability to cloak groups of nearby units at any time, and for the special abilities, Recall and Stasis Field. But as with all units in Starcraft, power comes at a price, and with the Arbiter,

there is a hefty Vespene gas requirement for its production. To maintain the advantage an Arbiter can give you as well as to protect the investment you have put into Arbiter production, you should always keep an eye on your Arbiter's condition (PS/HP). They don't have a lot of Plasma Shield Points or Hit Points so try to avoid aggressive use of the Arbiter, particularly in the heat of battle. The best way to extend the Arbiter's usability is to keep its Plasma Shields at full with Shield Batteries and know when to retreat to the Shield Batteries.

Another way to increase the life span of your Arbiters is to make generous use of Hallucination with High Templars. By creating decoy Arbiters, you can easily confuse your enemy as they try and discern which Arbiter is actually creating the cloak field. The hesitation it causes can give your units time to wreck havoc within the cloak field and increase the overall effectiveness of your force. However, don't waste this advantage by leaving your real Arbiters in front of the decoys during an attack, since all units (unless commanded to do otherwise) auto-acquire the nearest enemy unit for attack, and if they cannot detect the units beneath the cloak field, they will target the Arbiters first.

The Arbiter's cloak field is extremely useful in both offensive and defensive situations, especially since it is always "on". On offense, if you can avoid or destroy enemy detectors with support units, the force beneath the Arbiter can cause massive damage on an opponent. To ensure you can clear out enemy detection, be sure to "link" an Observer or two with your Arbiter at all times. To "link", select an Observer and right-click on the Arbiter to have it follow the Arbiter without further management on your part. The faster you destroy the enemy detectors, the more time you'll have for an uncontested attack, so always target the detectors first in an encounter.

On defense, use Arbiters to cloak your Probes, to prevent your opponent from attack them as they mine the resources. Also with the Arbiter in close proximity to Shield Batteries you may have, you can keep your Arbiters at full strength much more easily, which in turn helps maintain a cloak field over your defending/working force for a longer time.

While Arbiters can cloak any of your units (except other Arbiters), no matter what species, they cannot cloak your allies in Allied Games. However, in Team Games, they will cloak your teammate's units, no matter what species they chose. The only times the Arbiter's cloak field will not work for you is when the Arbiter is either Locked Down (by Terran Ghosts) or caught in a Stasis Field from another Arbiter. The cloak field is neutralized until the effect wears off. Also if one of your Arbiters happens to get infected with Parasite by a Zerg Queen, they will only see the Arbiter's position and the area within its sight range, it will NOT reveal the units within the Arbiter's cloak field.

### Countermeasures

#### Terrans

- Use Cloaked Wraiths to destroy Arbiters that are lacking detection or support
- Valkyries work well against packs of Arbiters, even if they are Hallucinated decoys
- Use Yamato Guns with Battlecruisers to aid in taking out Arbiters
- If Arbiters look like they're being used a lot, be sure to build up an abundance of Missile Turrets in your base(s) to help detect cloaked units as well as fight off the Arbiters
- Use EMP Shockwave with Science Vessels to deplete Arbiter shields as well as the shields of units in the cloak field (will also instantly destroy decoy Arbiter Hallucinations)
- Use Lockdown with Ghosts to immobilize Arbiters as well as neutralize their cloak field

# Starcraft – The Protoss

## Protoss

- Use Psionic Storm with High Templar to severely damage Arbiters as well as any units beneath it in the cloak field
- Use Stasis Field with your own Arbiters to immobilize enemy Arbiters as well as neutralize their cloak field
- Increase Observer production if you notice your opponent is making good use of their Arbiters
- Build Photon Cannons in your base(s) to help detect units in an invading Arbiter cloaked force as well as for attacking the Arbiters themselves
- Use Mind Control with Dark Archons to capture Arbiters for your own use
- Use Feedback with Dark Archons to turn their energy against them

## Zerg

- Use Scourge to destroy wandering Arbiters (need 4 Scourge Hits to destroy an Arbiter)
- Use Ensnare with Queens to slow the Arbiter as well as reveal and slow any units beneath it (detected or not)
- Use Plague with Defilers to heavily damage the Arbiter as well as reveal and damage the units beneath it (detected or not)
- Use groups of Devourers to quickly destroy Arbiters
- Keep Overlords nearby attack sites or with attack forces to detect forces that an incoming Arbiter may be cloaking
- Use Spore Colonies to detect units in an Arbiter's cloak field, as well as to ward off the Arbiter itself

## Upgrades

### Air Weapons

Level 1 - 100 100  
Level 2 - 175 175  
Level 3 - 250 250

### Air Armor

Level 1 - 150 150  
Level 2 - 225 225  
Level 3 - 300 300

### Plasma Shields

Level 1 - 200 200  
Level 2 - 300 300  
Level 3 - 400 400

### Khaydarin Core

150 150  
+50 Energy Capacity

**Air Weapons** - Ground attack is upgraded +1 per upgrade for a total of +3. Air attack is upgraded +2 per upgrade for a total of +6.

**Air Armor** - Each Upgrade adds +1 to Armor for a total of +3 with all three upgrades.

**Plasma Shields** - Each Upgrade adds +1 to Shields for a total of +3 with all three upgrades.

**Khaydarin Core** - If you plan on using Arbiters for Stasis and Recall, this upgrade is a necessity. If you are just using them to cloak units, don't bother.

## Special Abilities

### Recall

150 150  
Cost: **150**

The Recall ability opens a 5x5 matrix wormhole which teleports the units (both ground and air), in the area of effect to the casting Arbiter. The ability only affects yours or your teammate's units (in Team Games) but not allied units (in Allied or Melee Games). One interesting property of Recall is that it is not restricted to only Protoss units. If you have Mind Controlled units from your enemies, whether they're Zerg or Terran, or if your teammate has chosen either Zerg or Terran as their race, your Arbiters can Recall those units as well. Example: You can recall a group of your Zealots and High Templar, Mind Controlled Siege Tanks and your

teammate's Guardians all in one cast (if they can all fit within the 5x5 matrix area).

Note that units are Recalled in their current state, whether they are Plagued, Ensnared, Locked Down, Irradiated, Maelstromed, etc. Recall does NOT remove special ability effects.

Unless you have an emergency (i.e. a group of heavily damaged Carriers that need to escape immediately) and don't have time to waste, the most effective use of Recall lies in gathering as many units into a 5x5 matrix as possible. This means pack those Zealots, Dark Templar, Dragoons, Reavers, etc. as close together as you can on the ground and then if you have available air units, stack them on top of the ground units within the area of effect. If you want to transport the absolute maximum number of units in a single Recall, pack the larger ground units together on the ground (i.e. Dragoons and Reavers), load the smaller ground units (Zealots, High Templar and Dark Templar) into Shuttles and stack the Shuttles on top of the large ground units and squeeze Scouts or Carriers into whatever air space is left within the 5x5 area. Once the force is Recalled, immediately unload the Shuttles (all at one time if you can) and your enemy will be easily overwhelmed by a balanced force of 30+ units in the blink of an eye.

There are a few limitations with the Recall ability. One being that if the Arbiter is over impassable terrain (i.e. water, space, ice, etc.) when it uses Recall, only the air units within the area of effect will be teleported, leaving the ground units at their location. So if you plan on teleporting a large air/ground force, make sure your Arbiter is over passable terrain when it Recalls. Also if a unit is within a Stasis Field, the Arbiter is unable to Recall it, until the effect wears off.

Recall can be extremely useful in both offensive and defensive situations, especially in island warfare. On offense, you can use your Arbiter to sneak through any holes in your opponent's defenses and then recall a large force right into the middle of their base (hopefully bypassing any blockades/fortifications your opponent may have built). This comes in handy especially if you need to halt your enemy's resource gathering at his/her main base or expansion bases. Also depending on how well you set up your force for the Recall, you can surprise and damage or enemy in the worst case scenario or completely crush them at best. In island warfare, this means of transport is also much faster than loading and unloading numerous Shuttles for a force nowhere near the size that you could Recall and your units do not have to wait to unload one at a time making the element of surprise much more effective. Also when on offense, you can use Recall to teleport newly produced units to a battle in progress, relieving some pressure from the units already in combat.

In defensive situations, Recall can instantly save damaged units so that you can charge their Plasma Shields with Shield Batteries or give them time to recharge their internal energy. This is especially useful for large/powerful units that are difficult to produce like Carriers, Archons or Dark Archons.

The more Arbiters you have, the easier it is to move forces around the map in a very short amount of time. And in large maps like Killing Fields or Frozen Sea, Recall can help you quickly shut down enemy expansions.

And almost as a bonus, units that you Recall are instantly within the Arbiter's cloak field, so as soon as they arrive, the enemy is unable to retaliate, unless they have detectors nearby.

### Stasis Field

150 150  
Cost: **100**  
Range: **9**

When used, all units within a 3x3 matrix radius around the point of casting are trapped within a Stasis Field. While trapped, the units cannot be damaged, move, attack, or use special abilities. It lasts for a duration of about 40 seconds.

Stasis Fields can be used for a wide variety of uses, both offensive and defensive, but it is a relatively long lasting effect so be careful when selecting your targets.

For offensive purposes, you can use Stasis Field to take enemy units out of battle for a long, if temporary duration. If you are outnumbered or being overwhelmed, Stasis Fields can help even the odds. If you're evenly matched, Stasis Field can turn the tables in your favor. Just be sure to cast it on enemy units that have suffered the least amount of damage or have the most powerful attack so that you can dispatch the weaker, more damaged support units as quickly as possible. If you've destroyed any support groups and are waiting for the Stasis Field to wear off, use the time to position your units in the best possible position for attack once the enemy is released. For example: If you've placed an enemy's Siege Tanks in a Stasis Field, quickly take out all the supporting units (whether they're Marines/Firebats, etc.) and then position any melee units you may have right next to the Tanks and move your other units outside of the Tank attack range, so that when the Tanks are released, you'll have them surrounded with no ranged attack units to hit. However, in your follow up attack, be sure to resort only to physical attacks, since units within the Stasis Field are immune against any special ability attack (including Plague, Ensnare, Lockdown, Irradiate, etc.) with one exception: EMP Shockwave. If units within the field are hit by an EMP Shockwave, they will still lose all Energy Points and/or Plasma Shields they may have.

Other offensive tactics include casting a Stasis Field over enemy Protoss units if your opponent looks to be gathering them for a Recall. (Stasis Field prevents a unit from being Recalled) You can also use Stasis Field as a pre-emptive measure against units you may have trouble defending against, such as Hydralisks morphing into Lurkers, Mutalisks morphing into Guardians or High Templar merging into an Archon. While it doesn't stop their gestation process, it does delay it for a while, hopefully long enough for you to bring Observers to a battle site, getting the proper anti-air defense set up, etc. Also, setting a Stasis Field over enemy workers can also slow an enemy's resource production long enough to give you a mining advantage.

Defensively speaking, Stasis Field can be the desperate move that may save your defending units from bad situations. Stasis Field can be used to stop the effects of Plague (halts the loss of HP and outlasts the Plague effect so that when your units do emerge from the Stasis Field they have retained their HP and no longer have the Plague), which for the Protoss is a definite advantage since they have no way of recovering HP once they lose it. It can also save vital units from the effects of Psionic Storm, Spawn Broodling (if cast before the Spawn Broodling is used), Ensnare, Lockdown, Irradiate, etc. In addition to protecting units from special abilities, Stasis Field protects from any physical attack as well, even the mighty Terran Nuke. If you can cast Stasis Field on your own units before a Nuclear strike actually hits, your units will be perfectly preserved (although the same couldn't be said of your buildings). Also if a battle is faring badly and you have no means of escape, you can use Stasis Field to protect units until reinforcements can arrive.

One of the best defensive uses of Stasis Field is to use it on High Templar or Dark Archons during their Energy recharge period (usually just after using a special ability). Since these units do not have a physical means of defending themselves, Stasis Field is an excellent way of keeping them well protected while their Energy recharges within the Stasis Field. By the time the field wears off, the unit should have enough Energy to cast/use their Special abilities once again. Be sure not to get other units stuck within the field when you use this particular tactic.

Another good use for Stasis Field is when you need to defend against cloaked units and have no means of detection nearby. It works like Plague or Ensnare in that you will have to guess where the enemy is (if you're really good,

you should be able to see the slight visual distortion around a cloaked unit) and cast Stasis Field at that area. Since it is an area effect spell, even a half-way good guess at their location will probably capture a few units. However, this will only work against topside units; it will not work on Burrowed Zerg units, even if your Stasis Field cast is right on top of them.

### **PSIONIC ENTITIES**

#### **ARCHON**

Hit Points: 10	Base Ground Attack: 30s
Plasma Shields: 350	Base Air Attack: 30s
Size: Large	Base Armor: 0
Supply: 4	Range: 2
Cost: N/A	Sight: 8
Build Time: 20	Cooldown: 20
Produced at: N/A	Production Hot Key: N/A
Requires: 2 High Templar	

In times of great peril, two High Templar can take the final step down the Warrior's Path and merge themselves into the awe-inspiring Archon. By abandoning their physical form, the High Templar open themselves up completely to the Protoss gestalt, and they transform into a personification of pure rage. Protected by an immense energy shield, the fiery form of the Archon can wade through countless enemy troops, destroying them with massive bolts of raw Psionic energy. Those Templar that make this final sacrifice are honored forever in the scriptures of the Templar Archives.

The Archon Merge process is initiated when at least two High Templar are selected and the Summon Archon command is issued. The actual process takes some time to complete and in the meantime the merged Templar are unable to attack and in a highly vulnerable state. Keep in mind, that once the two High Templar enter into their Psionic cocoon, the process is irreversible and the High Templar used to merge will be lost forever.

The Archon attack should be a terrifying sight for any opponent, considering that it can cause 30 base points of Normal Damage (up to 39 points of Normal Damage when full upgraded) to both air and ground targets as well as 1/2 splash damage to enemy targets within a 1-15 pixel radius and 1/4 damage within a 15-30 pixel radius. Also the splash damage will not damage friendly (yours or your allies) units. Needless to say, in numbers, Archons can wreck absolute havoc on any enemy force, especially against masses of the smaller units (i.e. Marines/Firebats, Zerglings, etc.).

The Archon also classifies as a Hovering unit and as such, they do not set off Terran Spider Mines and can be useful for either completely bypassing any Spider Mine field to attack enemy targets or for clearing out Spider Mine fields (with the aid of an Observer or other means of detection) so that any supporting ground units can pass through.

The one weakness the Archon possesses is its fragile physical form. Although it has an immensely powerful plasma shield, the Archon only has 10 HP and when they're depleted, the Archon will die. Because of this, The Terran Science Vessel with the EMP Shockwave ability is probably the Archon's deadliest enemy. If hit by an EMP Shockwave, the Archon is left only with its 10 HP and at that point almost any enemy unit could kill the Archon. If an Archon does happen to get hit with EMP Shockwave, the best means of survival is to get to a Shield Battery as quickly as possible and recharge the Archon's shields. If your opponent looks to be an avid EMP Shockwave user, you should probably build Shield Batteries close to any battle fronts (since it will benefit any Protoss unit, not only the Archon).

Note that the more Archons you have, the more Shield Batteries you will want to build. A single Archon with fully depleted shields can drain a fully charged Shield Battery (Archons have a base 350 Plasma Shield points).

## Starcraft – The Protoss

The Archon is immune to or at least not much affected by many of the special abilities found in Starcraft. Examples include Dark Swarm (an Archon can still attack within a Dark Swarm even though it has a short range attack), Plague (only decreases HP from 10 to 1 but does not affect the 350 points of Plasma Shields), Irradiate (complete immunity) and Spawn Broodling (complete immunity). The Archon is, however, susceptible to Protoss special abilities like Psionic Storm and Mind Control so be wary of enemy Protoss special ability units.

In island warfare, Archons can be extremely useful as mobile anti-air defense and if you have enough Vespene gas to produce the High Templar needed to summon Archons, you can easily deter any "drop" tactics or aerial assaults. Archons work particularly well against groups of Mutalisks as well as Wraiths (detected or not cloaked). They can also hold their own against Battlecruisers and Carriers (if they are within attack range), but be careful of Yamato Gun strikes from the Battlecruisers and be sure to attack the actual Carriers and not the Interceptors.

### Countermeasures

#### **Terrans**

- If using Marines/Firebats against Archons be sure to bring Medics along
- Siege Tanks in Siege Mode can hit Archons long before they come within their range to attack (as well as deal their full damage)
- Use EMP Shockwave with Science Vessels to completely deplete the Archon shields
- Use Yamato Guns with Battlecruisers before engaging to gain a distinct advantage over Archons

#### **Protoss**

- Use Dark Templar if the Archon has no means of detection nearby
- Reavers can hit Archons before they are within their attack range as well as deal substantial damage
- Groups of Carriers can overwhelm Archons with their Interceptors (try and keep the actual Carriers out of range from the Archons)
- Use Disruption Web with Corsairs to disable Archons
- Use Mind Control with Dark Archons to bring the enemy Archons to your side

#### **Zerg**

- Overwhelm Archons with Hydralisks/Zerglings in larger numbers
- Use Guardians to destroy Archons from afar (try and stay out of their attack range if they are able to retaliate)
- Use Ensnare with Queens to slow down Archon movement
- Use Spawn Broodling with Queens on High Templar before they get the chance to merge into Archons

### Upgrades

<b>Ground Weapons</b>	<b>Ground Armor</b>	<b>Plasma Shields</b>
Level 1 - 100 100	Level 1 - 100 100	Level 1 - 200 200
Level 2 - 150 150	Level 2 - 175 175	Level 2 - 300 300
Level 3 - 200 200	Level 3 - 250 250	Level 3 - 400 400

**Ground Weapons** - Each Upgrade adds +3 to Ground attack for a total of +9 with all three upgrades.

**Ground Armor** - Each Upgrade adds +1 to Ground Armor for a total of +3 with all three upgrades.

**Plasma Shields** - Each Upgrade adds +1 to Shields for a total of +3 with all three upgrades.

### **DARK ARCHON**

Hit Points: 25	Energy: 200 (Upgrade to 250)
Plasma Shields: 200	Base Ground Attack: N/A
Size: Large	Base Air Attack: N/A
Supply: 4	Base Armor: 1
Cost: N/A	Range: N/A
Build Time: 20	Sight: 10
Produced at: N/A	Cooldown: N/A
Requires: 2 <u>Dark Templar</u>	Production Hot Key: N/A

During their long exile, the Dark Templars have faced many challenges. Struggling and adapting their arsenal of skills and converting their biology to suit their harsh environment has ultimately resulted in the Dark Archon.

Like their High Templar brethren, two Dark Templars sacrifice themselves in a Psionic melding giving rise to the Dark Archon. The powers of these avatars of Psionic might extend well beyond those of the regular Archon, more than compensating for their lack of any physical attack capability:

The burning, crimson effigy of the Dark Archon spreads fear across any battlefield. These powerful creatures of living Psionic energy embody the eternal wrath of the Dark Templar. Created by the merging of any two Dark Templar warriors, the Dark Archon can wield the mysterious energies of the void. These dire, volatile beings are so powerful that the Dark Templar have outlawed their creation for a thousand years. After the Zerg Swarm destroyed the planet Aiur, the Dark Templar have realized the necessity of their greatest weapons.

The Dark Archon has no physical attack ability of its own (much like the High Templar of Aiur) but the special abilities it can wield (Feedback, Maelstrom and Mind Control) are more than sufficient to cause massive disarray in an enemy force. However, like the Archon, the Dark Archon has a frail physical form (a little stronger than the Archon) and if its shields are depleted, be ready to make a run for the nearest Shield Batteries.

### Countermeasures

#### **Terrans**

- Marines/Firebats in mass can quickly dispatch Dark Archons but beware of Maelstrom
- Vultures and Goliaths are immune to Feedback and Maelstrom and are generally not useful enough to Mind Control
- Cloaked Wraiths and Ghosts can destroy unescorted Dark Archons and avoid Mind Control (unless it has detection nearby)
- Use EMP Shockwave with Science Vessels to completely drain the Dark Archons Plasma Shields (but be wary of Feedback)
- Use any unit to attack if you know the Dark Archon's energy has been used up

#### **Protoss**

- Zealots in mass can quickly destroy Dark Archons
- Use Dark Templar if you know that there is no detection near the Dark Archon(s)
- Use Hallucination with High Templar to provide decoys against Dark Archon spells
- Use Psionic Storm with High Templar to deter any incoming Dark Archons
- Use any unit to attack if you know the Dark Archon's energy has been used up

#### **Zerg**

- Use mass Zerglings to quickly destroy Dark Archons
- Burrowed Hydralisks/Zerglings can be very useful for intercepting any incoming Dark Archon (in ground warfare)
- Use any unit to attack if you know the Dark Archon's energy has been used up

## Starcraft – The Protoss

### Upgrades

Ground Armor	Plasma Shields	Argus Talisman
Level 1 - 100 100	Level 1 - 200 200	150 150
Level 2 - 175 175	Level 2 - 300 300	+50 Energy
Level 3 - 250 250	Level 3 - 400 400	Capacity

**Ground Armor** - Each Upgrade adds +1 to Ground Armor for a total of +3 with all three upgrades.

**Plasma Shields** - Each Upgrade adds +1 to Shields for a total of +3 with all three upgrades.

**Argus Talisman** - This will allow the Dark Archon to build up more energy for special ability uses

### Special Abilities

#### Feedback

Cost: **50**

Range: **10**

All Dark Archon power stems from manipulation of psychic energies. So great is their mastery of these techniques that they can affect the energies of other beings. Creating a forceful whiplash effect, the Dark Archon turns the power of its enemies against themselves.

Feedback is a targeted spell that when cast on a unit, that unit lose all of its mana and will take an amount of damage equal to the mana lost. Example: If a Science Vessel with 150 Energy Points is within the range of the spell and Feedback is cast on it, the Science Vessel will lose all 150 Energy Points as well as lose 150 HP instantaneously. If the unit has more Energy Points than HP when Feedback is used on it, the unit will instantly die.

Terran Units that can have Feedback used against them: Medics, Ghosts, Wraiths, Science Vessels and Battlecruisers.

Protoss Units that can have Feedback used against them: High Templar, Corsairs, Arbiters and other Dark Archons.

Zerg Units that can have Feedback used against them: Queens and Defilers.

Units that have no Energy Points will be unaffected by Feedback and the ability will be wasted on them. Also Feedback will not work on buildings that have energy points (i.e. ComSat Stations or Shield Batteries).

#### Mind Control

200 200

Cost: **150**

Range: **8**

The ability to control the minds of others has long been thought to be impossible. This is the ultimate weapon in the Dark Archon's arsenal. Through a huge effort of will and energy, the Dark Archon dominates the mind of another being. This unit and its powers and knowledge now become the property of the Dark Archon.

The Dark Archon can capture any controllable unit (this excludes Spider Mines, Scarabs, Interceptors and Larvae) when this ability is used and transfer control to the owner of the Dark Archon. The ability requires 150 Energy Points and it will drain the shields from the Dark Archon when the ability is used (essentially leaving the Dark Archon defenseless and highly vulnerable to attack). Given the steep cost of its use, you should be careful in choosing which targets you capture. Note that once used, Mind Control is a permanent and irreversible effect, unless Mind Control is used to recapture the affected unit. You will always be able to tell which units you have Mind Controlled because any captured unit will be marked with your color.

The most intriguing use of Mind Control is the ability to capture an enemy worker unit (SCV, Probe or Drone) and building an entire colony with it (given that you have the resources). Once captured, each species under your control will require its own supply (Supply Depots for Terrans, Pylons for Protoss and Overlords for the Zerg). The fact that each supply source is interdependent of each other means

that you can conceivably triple your usual unit limit (200 for Terran, 200 for Zerg and 200 for the Protoss you already control, for a total of 600 units under your command). However, you will use the same resource pool to build up each race so the matter of deciding which resource needs to be used for which task becomes that much more complicated. Also any units you Mind Control afterwards will count towards the supply units for the relevant species. You aren't limited by supply when you Mind Control, but if your Mind Controlled units require more supply than you possess, then you will not be able to produce any more units for that species.

Another excellent target for Mind Control is any enemy transport (Shuttle, Dropship or Overlord). Once Mind Controlled, the transport and any units it happens to be carrying ALL become yours to command. Not only does it give you the advantage of more units under your control, it also means your opponent has that much less to attack you with.

One thing to watch out for against Protoss opponents is Hallucinated Units. Mind Controlling a Hallucination will instantly kill the unit, so if you see this happen, rest assured that a unit dying after you Mind Controlled it is not a bug, but a Hallucination produced by your opponent(s).

Often enough, you don't need to Mind Control a unit just to be able to use it, Mind Control instantly changes the alliance of the affected unit and if it happens to be in the midst of an enemy force, they will react instantly to the new found enemy presence, which in turn draws fire away from any units that you may be using to attack the force. Example: If you capture a Terran ground unit that is between two or more Terran Siege Tanks in Siege Mode, the tanks will instantly retaliate with a blast on the new "enemy" which can kill any nearby units with the splash damage of the blast, while giving any of your attacking units more time to destroy the enemy.

Once Mind Controlled, an enemy's command queue is canceled, whether it be a command to move, attack or produce (i.e. Reavers queueing up Scarabs). The one exception is, if you Mind Control a Terran Ghost that has targeted a site for a Nuclear Strike, you then have the option to allow the the Nuclear Strike to follow through or cancel (if the Nuke is coming your way). However, if the Ghost has finished sighting for the Nuke when you Mind Control it, the Nuke will hit regardless of what you do with the Ghost.

Mind Control also transfers any unique upgrades that an affected unit may have received prior to the Mind Control (weapon, armor and shield upgrades do not transfer) to the player that used the Mind Control. Example: If you Mind Control a Dragoon with the Singularity Charge range upgrade, all of your existing and to-be-produced Dragoons will now have that upgrade. The upgrade capture also means that you will no longer be given the option to research the upgrade at your facilities.

One thing Mind Control does NOT transfer is the unit's knowledge of the map. Mind Controlling will not help you reveal any more of the map than you already have already explored.

Another thing Mind Control does NOT do is override the tech tree or transfer upgrades that are building dependent. In other words, Mind Controlling a Carrier does not mean you will suddenly be able to produce Carriers at your Stargate without a Fleet Beacon. Also Mind Controlling Terran Ghosts does not give you the ability to initiate a Nuclear Launch without a Nuclear Silo under your control.

#### Maelstrom

100 100

Cost: **100**

Range: **10**

All living things have minds for the Dark Archon to shape and mold. With a powerful surge of mental energy the Dark Archon can stun a group of erstwhile attackers.

Maelstrom is an area of effect (3 matrix radius, 1 matrix = 32 pixels) ability that will instantly stun (prevents the affected units from moving, attacking, or utilizing any special abilities) all organic ground or air units for 180 cycles (or ~12 seconds on Normal Game Speed). Once cast, be sure to have attack units ready to strike the frozen units as soon as possible so that you can take full advantage of the situation in the short time that the Maelstrom is in effect.

This ability is extremely useful against Zerg opponents since every Zerg unit is considered organic and with a few Dark Archons, you can immobilize an incoming Zerg force with ease, whether the force is airborne, on the ground or a combination of the two.

Against Terrans and Protoss, Maelstrom has a very limited effect. For the Terrans, only the Marine, Firebat, Medic and Ghost are affected. For the Protoss, only the Zealot, High Templar and Dark Templar are affected. All other units for both species do not classify as organic and hence Maelstrom is a wasted effort against them. If your opponent uses mass amounts of the affectable units, then Maelstrom may come in handy, but otherwise, you're better off saving the energy for other uses.

Maelstrom can also be used to reveal and immobilize Cloaked units (much like Ensnare or Plague), however, it will not reveal Burrowed Zerg units.

### **SPECIAL ABILITIES**

#### **Summon Archon (High Templar)**

Cost: **None**

In times of great peril, High Templar warriors can sacrifice themselves and merge together as a powerful, Psionic entity: the Archon.

When two Templars are group selected, the option to summon an Archon is given. Once Templars have formed an Archon, the process cannot be reversed.

#### **Summon Dark Archon (Dark Templar)**

Cost: **None**

Like their High Templar brethren, two Dark Templars sacrifice themselves in a psionic melding giving rise to the Dark Archon. The powers of these avatars of psionic might extend well beyond those of the regular Archon, more than compensating for their lack of any physical attack capability:

When two Dark Templars are group selected, the option to summon an Dark Archon is given. Once Dark Templars have formed a Dark Archon, the process cannot be reversed.

#### **Psionic Storm (High Templar)**

Mana Cost: **75**

Range: **9**

The Protoss are such powerful psychics that they can inadvertently send out psychic "ripples" that are disruptive to other life forms. With careful training, High Templar learn to focus these ripples into a Storm of raw psychic energy that is capable of literally tearing apart the minds of lesser species.

A Psionic Storm that is unleashed will damage all units under it.

Psionic Storm has no effect on buildings.

Psionic storm damages the Templar when it casts it upon itself.

Psionic Storm is not stackable so casting more than one on the same object at the same time does not cause more damage.

Psionic Storm does not damage units under a Stasis Field.

#### **Hallucination (High Templar)**

Mana Cost: **100**

Range: **7**

It is rumored that some High Templar have learned to create illusionary duplicates of other beings. While these phantasms have no physical substance, they can be used to draw fire away from friendly units or sow confusion amongst enemy forces.

Hallucination creates an Illusion which has the same appearance as a targeted unit - friendly or otherwise - but is unable to do anything but the five basic functions (move, stop, attack, patrol, hold ground). An Illusion may be instructed to attack and will appear to do so but its attacks will do no damage. The Illusion has a maximum life span of 180 seconds and does not use Supply/Psi/Control. If any special ability is used upon it, it is immediately dispelled. However, if attacked by normal means, the Hallucination will remain until its hit points are depleted, at which point it will dissipate.

#### **Recall (Arbiter)**

Mana Cost: **150**

Shuttles serve as the primary transport vehicle for Protoss ground troops, but recently the Protoss have found that the ability to rapidly bring more fighting forces to war zones is invaluable. The Recall ability creates a tear in the fabric of space-time, and any friendly units that enter the swirling vortex will instantaneously appear next to the Arbiter that initiated the effect.

Opens a 5x5 wormhole which teleports all friendly units in the wormhole to the caster.

You cannot Recall allies units, only your own.

You cannot Recall ground units onto spaces that is impassable to them normally. So you cannot Recall ground units into Water, Lava and so on.

#### **Stasis Field (Arbiter)**

Mana Cost: **100**

Range: **9**

In addition to destabilizing the very fabric of the universe to generate its distortion field, some Arbiters are capable of strengthening discrete pockets of space-time. Anything caught within these absolute pockets is beyond the reach of any normal interaction, friendly or otherwise. Units trapped in a Stasis Field can neither move nor attack, and are completely immune to the effects of damage and special abilities.

All units within a 3x3 area are trapped within a Stasis Field. While trapped, the units cannot be damaged, move, attack, or use special abilities. Lasts for about 40 seconds.

#### **Feedback (Dark Archon)**

Mana Cost: **50**

Range: **10**

All Dark Archon power stems from manipulation of psychic energies. So great is their mastery of these techniques that they can affect the energies of other beings. Creating a forceful whiplash effect, the Dark Archon turns the power of its enemies against themselves.

Targeted spell that when cast on a unit, that unit lose all of its mana and will take an amount of damage equal to the mana lost.

#### **Mind Control (Dark Archon)**

Mana Cost: **150**

Range: **8**

The ability to control the minds of others has long been thought to be impossible. This is the ultimate weapon in the Dark Archon's arsenal. Through a huge effort of will and energy, the Dark Archon dominates the mind of another being. This unit and its powers and knowledge now become the property of the Dark Archon.

The Dark Archon may take control of any unit when this spell is cast. The spell costs 150 mana and it will drain all the shields from the Dark Archon when it is cast.

### **Maelstrom** (Dark Archon)

Mana Cost: **100**

Range: **10**

All living things have minds for the Dark Archon to shape and mold. With a powerful surge of mental energy the Dark Archon can stun a group of erstwhile attackers.

Area of effect spell (same size as Ensnare) that will stun (cannot move or attack) all organic units for several seconds.

### **BASIC STRATEGIES**

#### **Proper Pylon Support.**

Protoss buildings and units, to a lesser extent, draw their energy from a great Psionic energy matrix that emanates from Aiur. While the Nexus provides a link to this matrix, Pylons are needed to actually tap into the energy required to provide Psionic energy (Psi) to new colonies. Each Pylon generates a short-ranged aura of Psi, which can provide the power needed by buildings and warp gates. If a Protoss building loses its connection to the Psionic Matrix, it will shut down until it is reconnected, and new units cannot be gated in if there is insufficient Psi to provide them with power. Available Psi energy is displayed in the upper right-handed corner of the Main Screen, and selecting a Pylon or attempting to warp in a new building will display a blue aura that represents the extent of the current Psionic Matrix.

When setting up a Protoss colony, one thing to keep in mind is making sure that every building is being powered by at least two or more Pylons. This will help prevent your opponent from shutting down key facilities by destroying its power source, and if only one Pylon happens to be supplying the power, it makes your opponent's job all the easier. This doesn't mean you have to build pairs of Pylons right next to each other, but try and keep your buildings in the overlapped areas of Pylon auras (the areas will be a brighter blue than the normal aura).

#### **Warp & Run**

The Protoss are a meticulous species, and their manufacturing techniques and tools have been developed over generations by Kaalai workers. Protoss structures are produced on the Protoss Homeworld of Aiur. Robotic Probes use special warp beacons to provide an anchor and entry point for a special warp gate that brings in the fully functional building from Aiur. This allows the Protoss to quickly establish a base once they have created a Psionic Matrix.

The Probe has the distinct advantage over the workers of other species in that it only needs to set the warp anchor for a building before moving on to other tasks. Setting the anchor only takes a moment and once the warp gate is opened, you can command your Probe to return to mining or on to setting another warp anchor.

This advantage gives the Protoss the ability to set up expansion colonies in a very short time period and all with a single Probe. The Terrans need to send an SCV for every structure they wish to immediately build at an expansion or if they choose to send only one, they have to wait for it to complete the construction of each building. The Zerg can only produce a Hatchery to begin with when expanding before they can even think about setting up any defensive structures (Spore or Sunken Colonies). The Warp & Run advantage also allows the Protoss to get their mining operation at full capacity in the shortest amount of time (by returning a Probe to mining as soon as it sets down a warp anchor). However, this is usually offset by the cost of Protoss building and unit production.

#### **Plasma Shields**

Defensive energy shields protect all Protoss military units, and this provides perhaps their greatest advantage in battle. During the Aeon of Strife, Protoss warriors used focused Psionic energy to surround themselves in impregnable

energy shields. Over time, Conclave scholars and Templar sages learned to reproduce the energy shield using induced psi-field generators, which allowed even the smallest robotic machine to surround itself with a protective field. Protoss energy shields are effective at stopping all manner of physical and energy attacks, but they can be depleted during an attack. Given time, a shield will recharge to full strength, and Shield Batteries can be accessed to increase the rate of regeneration.

Protoss units are produced with full Plasma Shields and Protoss buildings are charged with shields during their warp-in process. When a Protoss unit or building is attacked, full damage (regardless of damage type) is applied to the shields first and with (if they haven't already been depleted) and you will always be able to tell if there are shields present in one of two ways:

- The top status bar, when selecting a unit or building, will indicate the amount of shields that unit/building has left.
- Unit shields, when hit, will flicker around the unit at the moment of deflection.

Once the shields are gone, any attack damage will then be applied to the building or unit's health. Shields will regenerate at a slow pace, while health cannot be regenerated (a primary Protoss weakness).

If your units need their shields regenerated immediately, use the Shield Battery. The Shield Battery can recharge a unit's shields almost instantly, however, it cannot be used to regenerate the shields of buildings. The Shield Battery is also limited by the energy reserve it has built up and will only recharge two Plasma Shield Points for one Energy Reserve Point. It can hold a maximum of 200 Energy Points, which is enough to recharge the shields of almost any unit (except the Archon and Dark Archon, if their shields are fully depleted). Note that if you command the Shield Battery to recharge, it will simultaneously recharge the shields of all nearby units until its energy reserve is gone, so if you are planning to recharge the shields of an entire force at one time, make sure you build multiple Shield Batteries.

#### **Shields Upgrades**

By far the most useful upgrade for the Protoss, the Plasma Shield upgrade will add to the shield maximum for all units and buildings. Combined with Armor upgrades, you can noticeably increase the lifespan of your units. As such, the Plasma Shield Upgrade should always be researched as early as possible.

#### **Resource Protection**

Always keep your resources and your mining Probes protected during all stages of the game. The best method of protection is probably the Photon Cannon, since they are a rooted means of defense and will not harm your Probes when fending off enemy units. They can also be produced early on and can defend against both ground and air units.

### **ADVANCED STRATEGIES**

#### **Quick Map Exploration**

In the early game, the key element before actually attacking or defending is to scout with an early Probe (your 7th Probe or earlier) and find the enemy as quickly as possible. Once the enemy base is found, take a quick glance to analyze their build order. During this time, you might try distracting the enemy workers with either hit and run tactics or by building an Assimilator atop the enemy Vespene Gas mine (if you have enough Minerals to pull it off). The Assimilator tactic is riskier but can be much more effective for distraction. Either way, if you are successful in distracting your enemy, you can gain a crucial advantage in Mineral

production early on and have a better chance with a successful rush.

### The Zealot Rush

The biggest threat from Protoss players during the first few minutes of a game comes in the form of the Zealot. The most obvious tactic at this stage of the game is to build the most Zealots and just overwhelm the enemy, a.k.a. "The Zealot Rush". For this type of strategy, you'll want at least 3-4 Gateways, all Probes mining Minerals and Pylon construction ahead of the production curve to pump out the Zealots as quickly as possible. Be sure to have scouted before you try the rush for the best results.

The rush can be pushed in two ways: hit early or hit hard. If the enemy looks to be building an early Forge or Cybernetics Core instead of multiple Gateways, you will want to go with the "Hit Early" tactic and send your first 2-3 Zealots to attack as soon as possible. Once your Zealots reach the enemy base, take a roundabout path to avoid being seen by the enemy and hit the mining Probes as quickly as possible. If you do manage to make it into the mining operation, your opponent will probably have noticed the Zealot presence and begin counter attacking with their Probes and any available Zealots. Ignore the enemy Zealots (unless you outnumber them) and concentrate on destroying as many Probes as possible. The best method for this would be to queue up the attack order by group selecting your Zealots, right-clicking on an enemy Probe to initiate the attack then holding down **Shift** and right clicking on up to 12 more Probes (click on the closest ones first). This will keep your Zealots from being distracted by enemy Zealots as well as making the Probe-killing happen as quickly as possible. Hopefully you will have remembered to keep up the Zealot production at your home base during this encounter, and if so, continue to stream down your Zealots in pairs or quads to keep the pressure on.

If your enemy looks to be building multiple Gateways, you may want to go with the "Hit Hard" tactic and wait until you have 6-8 Zealots before attacking. Once you reach the enemy base, use the same tactic as above to shut down your opponent's resources as quickly as possible and be sure to keep producing Zealots at your Gateways. With the "Hit Hard" tactic, the victor will usually be the player that has the most Zealots, so be wary of engaging if you notice that your opponent has more Zealots than you do.

One more thing to remember when using a Zealot Rush is the distance between your base and your opponent's. The longer it takes for your Zealots to reach the enemy, the longer he/she may have to produce more Zealots or set up defenses. Typically, the Zealot Rush becomes less effective the larger the map is. Also if the map is an "island" map, the Zealot Rush (as described above) is useless.

### Early Game Alternatives

If you know that your opponent isn't likely to rush or if you just feeling lucky, you may want to try alternative early game tactics.

One of the more successful tactics is to go straight for Photon Cannons and build a quick defense. When using this strategy, you'll need to get a Forge as quickly as possible and concentrate on increasing Mineral production early on. Be sure to have redundant Psionic power grids for your Photon Cannons by building the Cannons in the overlapping auras of two or more Pylons. This will prevent your opponent from shutting down your entire defense by destroying the one Pylon that might be powering all your Cannons. The placement of these Cannon barriers will depend on the layout of the map around your base. If you have one or two choke points nearby, clog them up with Pylons and Photon Cannons. On most maps, these will be a fair ways from your Nexus so if your enemy manages to squeeze Zealots past this type of defense, you may be in trouble since your Nexus and Probes will be particularly vulnerable. If your base has no nearby choke points or is open on all sides from land

attack, you should place your Photon Cannon defense close to your Nexus and Probes and in a tight cluster so that they can defend the entire base from attack. Usually, these quick Photon Cannon barriers will be able to deter a Zealot rush (particularly if they completely clog up a choke point) and give you the time you need to travel up the tech tree much more quickly.

Another alternative, though even more risky, is to go straight up the tech tree to either Dark Templar or Shuttles/Reavers. If micromanaged with a solid build order, you should be able to get one or the other unit type in under 10 minutes at which point you should be able to destroy your enemy with ease (depending on which tech path they chose). Dark Templar in a group of 3-4 early on can easily destroy an enemy colony and Reavers can be absolutely devastating if micromanaged well. A solid Photon Cannon defense can deter this type of attack, but other than that, you may find yourself with an easy kill. But as mentioned, this tactic is fairly risky, particular in a small map land game. Not only does it leave you practically defenseless during the build up the tech tree, it also requires a lot of Vespene Gas to be pulled off successfully (for either unit type, Dark Templar or Reavers). So use this tactic sparingly.

### Offensive Photon Cannons

Offensive Photon Cannons are a very risky tactic, but if successful, you will be able to demolish an enemy before they realize what's happened. It involves building the Forge and scouting with your Probe for the enemy as early in the game as possible. You will need to concentrate all your mining efforts on Minerals only to ensure that you'll be able to finance this effort. Stealth is of the absolute importance and you have to make sure your Probe is not seen while scouting. Once you do discover the enemy base, move around to the "back" of the base near the Minerals and Vespene Gas mine.

Begin warping a Pylon about 2 units outside of a Photon Cannon's range from the Minerals or Gas Mine. Once the Pylon is up, begin warping in Photon Cannons around the Pylon (as close to the Pylon as possible) and continue to build Photon Cannons and Pylons closer to the enemy mining operation. The key is not to let the enemy know of your presence until you have 3-4 Photon Cannons set up. This ensures that once the enemy does find you, the rear Photon Cannons will be able to fend off any counter attack. Once you have 4+ Cannons up and they've begun attack the enemy base, you'll know that the tactic was successful.

If caught unawares, any defense your opponent begins to set up afterwards will be too late to save the mining operation and you should be able to crush them by continuing to inch closer to the enemy structures with more Photon Cannons. Terrans have the ability to lift off their Command Center and fly away, but that in itself should give you a distinct advantage in resource production and at that point you can use a Zealot to track down the escaping structure and finish it off when it does land. The Protoss and Zerg have almost no means of defense against it if it is pulled off and a successful Offensive Photon Cannon operation almost always guarantees victory.

### Unit Combinations

Once you make it past the early game rushes and build up, the types of units at your disposal becomes more varied and using units in combination should become a higher priority. The key to unit combinations lies in a good balance of attack power and range as well as formation. For a well balanced force, use **Melee/Short Range** attack units (Zealots, Dark Templar, Archons, Corsairs) to spearhead the attack, escorted with **Support/Mid-Range** attack units (Dragoons, Scouts, Carriers) and if available, followed up by **Long Range** attack units (Reavers, High Templar using Psionic Storm, Dark Archons using Maelstrom or Mind Control).

Use your Melee units to engage and tie up an enemy force as well as take the brunt of the attack, giving your

support and long range units time to quickly dispatch the enemy while remaining relatively unharmed. The Support units serve a two-fold purpose by being the center of the force, first, they can take advantage of an attack centered on the Melee units by getting free hits on the enemy from a distance, and two, they can protect both the Melee/Short Range Units as well as the Long Range units at the same time from aerial attack. The Long Range units will most likely be your opponent's major worry (since they are usually the most powerful and can cause the most damage) so be sure to keep them as far from the heat of battle as possible to ensure that they'll live long enough to cause the most damage.

Using the power and range to your advantage like this, you'll find that your forces will generally last longer.

### The Reaver Pop

The Reaver Pop is essentially the same thing as a Reaver Drop but with more micromanagement. It involves using one or two Reavers in a Shuttle and "popping" them in and out of the Shuttle for attacks and for hiding while reproducing the Scarabs needed for attack. With the cooldown time between being dropped and being able to fire, the Reaver shouldn't be dropped in the middle of a heated battle. Drop your Reaver(s) just out of an enemy force's attack range to give the Reaver time to wait through the cooldown cycle and then launch a Scarab. Immediately queue up a Scarab to replace the one fired (by using the hot key **R**) and pop the Reaver back into the Shuttle before the enemy units can come within their attack range. (By popping the Reaver back into the Shuttle before the enemy can attack, the enemy will stop once their acquired target is "gone" unless they've been commanded to attack the Shuttle itself). Fly a little past the enemy attack range and pop the Reaver out and launch another Scarab. Continue to do this over and over until the enemy ground force is destroyed, or until your Shuttle or Reavers are in need of a Shield Recharge. The faster you get with the Reaver Popping, the better your results will be but it does take a little time and practice to make it work well. The one thing to worry about when using this tactic is the condition and position of the Shuttle. If you allow it to get destroyed, you may lose the Reavers inside in the worst case, or your Reavers may get stranded in the battlefield at best. As for position, try and keep the Shuttle behind the Reavers during the engagement so that the enemy units will not acquire it as a target. Experience will teach you when you should retreat, but if used properly, this tactic can be devastating to an enemy ground force.

### Psionic Storm Aiming

One of the most important skills to learn with the Protoss is learning where to aim a Psionic Storm with the High Templar. First of all, you should get to know the attack ranges of the units being used against you in a game. Once you get a good feel for how far a unit will be before it will attack, you can then have a good idea of where to cast a Psionic Storm.

The easiest situation is when your unit(s) are already engaged with enemy units, at which point all you have to do is cast the Psionic Storm right on top of the enemy. This requires very little skill and is an obvious use for Psionic Storm.

For better results, plan ahead with your Psionic Storm use so that you can lay traps for your opponent(s) and do maximum damage with the ability. Learning to "lead" your Psionic Storm casting is one of the essential elements of successful Psionic Storms. "Leading" involves casting the Storm over an area where your enemy WILL be just after the cast. Timing is very important when you "lead" your Storms, but with experience, you can catch units on the move and damage them from the point when they enter into the Storm until they escape out of it. The easiest way to set up a successful "lead" Psionic Storm is by luring the enemy units with a quick hit and run using Zealots or Dragoons or

Scouts, etc. Then as your units lead the enemy into the Storm range, immediately stop your units and cast the Psionic Storm over the area where the enemy units will begin engaging your units (right at their attack range). Not only will this affect the units just as they're entering the Storm, they will also stop right under the Storm to begin attacking your units. This should keep the enemy within the Storm effect throughout its entire duration causing the maximum possible damage as well as keeping the time that your units are taking damage to a minimum. But again, timing is everything and wait til the last second before casting to ensure that your opponent doesn't see through the trap and retreat before walking into it, wasting the Storm. As with the Reaver Pop, this skill requires practice and experience to be used well, but once you get the "feel" for it, you will be able to wreak a lot of havoc with your High Templar.

## PROTOSS VS. PROTOSS

### Overview

As with any same species encounters, Protoss vs. Protoss battles are more a race for resources and unit production than anything else. The capabilities at hand are the same for both sides so the player that knows his/her force the best, both their strengths and weaknesses, will usually be the victor.

### Zealot Rush

In most Protoss on Protoss encounters, the first few minutes of the game will usually consist of Zealot Rushing (at least on land maps). These encounters will typically boil down to numbers or micromanagement.

If you find yourself outnumbered when rushing into another player's base, your best option is to go straight for your opponent's Probes and slow down the resource production as much as possible. Make sure you command your Zealots to attack the Probes directly and not with an Attack-Move command to ensure the fastest and most efficient kill rate. Try and avoid direct Zealot engagements in this type of situation since not only are you outnumbered, but you will be unable to reinforce your troops in time, while your enemy will have their Zealots producing in close proximity. If you find yourself outnumbered in your own base, try and initiate Zealot on Zealot encounters using Hit and Run tactics until you've produced enough Zealots at your own Gateways to counter the invading force. Try to avoid sending your Probes to attack the Zealots unless it's a last resort or if the enemy Zealots are heavily damaged since doing so would be like sending lambs to the slaughter.

If you outnumber the enemy when invading, kill the enemy Zealots as soon as possible then go straight for the mining operation. Reinforce your troops as quickly as possible to make sure the pressure on your enemy doesn't let up and in most situations, you'll be able to finish them off quickly. Watch for escaping Probes, but don't send all of your Zealots chasing after them. It's better to finish off the enemy Nexus first to ensure they can't return to it later on, and even if they have the resources to build another one, it will take some time to Warp it in from Aiur, time you can use to find and hunt down the wandering Probe(s) after you've finished off their original base. If you outnumber the enemy on defense in your own base, engage the invasion force as quickly as possible and do all you can to prevent them from reaching your mining Probes.

### Zealots and Dragoons

If you make it past the early game Zealot rushing, you'll want to begin supporting your Zealots with Dragoons. They're useful for getting free hits in during Zealot on Zealot encounters and in numbers with the range upgrade, they can heavily damage Zealot forces before they can even reach

the Dragoons. Also if your Dragoons survive into the late game, they serve as excellent anti-air units and are particularly useful for fending off the Reaver Drop. In the latter game, you may want to concentrate production more on Dragoons than Zealots, but the combination of the two is undeniable throughout the entire game, so don't neglect to make a few Zealots even in the late game.

### Detection

With the Dark Templar rejoining their Protoss brethren on the battlefronts, detection is an important issue in the early-mid game. The need for Photon Cannons is essential for base defense and you'll need them in numbers. If possible, keep a small cluster of Photon Cannons (since a single Cannon is almost useless against even a single Dark Templar) close to your mining operation and watch and listen for signs of Dark Templar attack. Other than the Dark Templar, the only units with cloak abilities are those that are within an Arbiter's field. You can combat that method of cloaking either by chasing away or destroying the enemy Arbiter or have an Observer/Photon Cannons nearby, but with the cost of Arbiters as well as their production position in the tech tree, you probably won't encounter them in the majority of your battles.

### ScoutCraft

Most of the Protoss ground units have difficulty handling aerial units (except maybe for the Dragoon and Archon) and the Scout can be especially useful in taking advantage of that problem. Not only can they attack both ground and air targets, but their speed and maneuverability make them the perfect unit for scouting around the map and quickly shutting down enemy expansion attempts (which is extremely important considering the speed at which a single Probe can set up a stalwart defense and mining operation). Their speed also comes in handy for quick retreats to Shield Batteries and moving back to the forefront of battle. Once gathered in numbers, Scouts can be deadly against any force, and the more upgraded they are, the more destruction they can cause. Groups of 18 or more Scouts are extremely difficult to eliminate, even with the mighty Carriers, but be sure to keep them together for maximum efficiency.

### Reavers

The Reaver is a powerful weapon against any enemy Protoss force. Use the Reaver Drop to quickly destroy mining Probes at enemy bases. They're also very effective for quickly destroying enemy Shield Batteries and Photon Cannons. Tightly packed enemy ground units are also prime targets for Reavers. However, with their slow movement, be very wary of enemy Psionic Storms as well as Scouts and Carriers.

### Arbiters

If you do get the opportunity to produce Arbiters, you can gain certain advantages in battle. If you can clear out an enemy's detectors, by destroying their Observers and/or Photon Cannons, units beneath the Arbiter's cloak field will be able to quickly destroy an enemy force or base. However, an even better use of the Arbiter lies in the ability to bypass enemy defenses with an Offensive Recall. This will allow you to quickly transport troops right into the middle of an enemy base, or across the map in an instant and without having to risk losing units inside Shuttles making a run past a Photon Cannon defense. The Arbiter's Stasis Field ability is also very useful against groups of Carriers, giving you enough time to set up the proper countermeasures.

### Psionic Storm

The High Templar's Psionic Storm ability is probably the most effective tool to use later in the game against other Protoss. It causes massive damage to every Protoss unit, especially if they're packed together. Casting Psionic Storm over a busy mining operation can reduce the enemy colony's

output in half (if not more) by killing all the Probes beneath it. It's also one of the better counters against a Reaver Drop (especially if you can manage to hit both the Shuttle escort and its Reavers in one cast). Also against large fleets of Carriers, Psionic Storm can help save your base by heavily damaging all Carriers within the area (which is fairly easy since the Carriers tend to "stack" on top of each other) as well as the attacking Interceptors. Psionic Storm is also key when defending your base, since Psionic Storm has no effect on buildings. Make generous use of it should you get invaded by Zealots, Dragoons, Carriers, etc.

### Hallucination

The High Templar's Hallucination ability is also an effective tool to use against other Protoss. Use it with Shuttles to give them a better chance of surviving when running past a blockade of Photon Cannons. Hallucination also works well with Carriers, but usually with about a 1:1 ratio between Hallucinated and real Carriers, since 8 Hallucinated Carriers escorting only 1 real Carrier can look funny when only the 1 real Carrier begins deploying Interceptors. You can also use Hallucination to "enlarge" an Archon force giving your real Archons more time to dish out the damage.

## PROTOS VS. TERRAN

### Overview

The Terrans are primarily a species built for a strong defense while the Protoss are built for superior power. If you hope to defeat an enemy with an edge defensively, you'll need to overpower them offensively. If you fail to keep the pressure on a Terran opponent, you'll often find yourself facing well fortified enemy expansions and bases that are difficult to break through and if they bring that defensive front to your front door, preventing you from expanding or scouting, all the superior power at your disposal will not be able to overcome a disadvantage in resource production.

### Zealot Rush vs. Marine Rush

As is typical in most games, the first few minutes of the game will most likely involve rushes. The Protoss Zealots can easily overpower Terran Marines (they can take two Marines for every one Zealot) but with the cost and build time difference between the two units, Zealots have to be wary of being vastly outnumbered. When engaging, try and avoid group selecting all of your Zealots and commanding to attack a single Marine since that will most likely result in your Zealots wandering around, trying to circle around each other to reach the target while the other enemy Marines get their free hits in from a distance. Instead, make ample use of the Attack-Move command to have your Zealots quickly attack the nearest enemy Marine.

If you choose to invade with a Zealot Rush, keep an eye out for Bunkers filled with Marines. Once in Bunkers, it is the Marines that hold the advantage with lesser numbers. If you wish to directly confront the Bunkers, make sure you bring enough Zealots (about 2 Zealots for every Marine within a Bunker) to quickly take it down and then kill the Marines within. If your Terran foe happens to build Bunkers away from their actual mining operation, use the Bunker's static position against it by walking past, ignoring the damage taken along the way, and directly attack the mining SCVs. With this type of movement, make sure you are only using the Move Command and not the Attack-Move as you head into the Terran base or else you may find your Zealots being torn apart by Marine fire while they attempt to pound on the Bunkers. In the case that your opponent has built their Bunkers close to their Command Center and SCVs, the best option is to pull back and wait until you have enough Zealots or more advanced units to overwhelm the enemy.

### Sneak Attack

One major Terran weakness is the lack of mobile detection early in the game. If you can get Dark Templar early enough, you should be able to easily walk into a Terran base and quickly raze the buildings and destroy the units. The are only two things to be wary of when you use an early Dark Templar attack, and they are the ComSat Station Scanner Sweep (which will reveal the Dark Templar within the scanned area for a short time) and the Missile Turret (which provide static detection, much like the Photon Cannons except they lack the ability to hit ground targets).

The Scanner Sweep has a limited detection range and can only be used when the ComSat Station has built up enough energy. If this is all the detection the Terran has when you invade with your Dark Templar, try and force the use of the Scanner Sweep by making a quick single hit and run with a Dark Templar. Hopefully this will cause the Terran to use the Scanner Sweep over their base, but with your Dark Templar well out of the way, revealing nothing. Try this a few more times until you're sure the energy reserves in the ComSat Station have been depleted then walk in and quickly destroy the ComSat Station and then proceed to eliminate your foe.

With Missile Turrets, you may need to take a little more caution, particularly if there are more than one around. Like the Zealots against Bunkers, you can attempt to quickly make it past the detection abilities of the Missile Turrets, however, if Bunkers filled with Marines are nearby you may want to retreat and wait for a later opportunity to use your Dark Templar. If there are only one or two Missile Turrets guarding an area, and if you have enough Dark Templar, quickly destroy the detectors and once again you will be protected in your cloaking abilities as you proceed to raze the enemy.

In the chance that the Terran has both Missile Turrets and ComSat defending their base, you probably will not want to just walk your Dark Templar into the base. Instead, look for any gaps in the anti-air defense and proceed with a drop from behind with a Shuttle and Dark Templar to put a stop to the enemy resource production.

### Handling Siege Tanks

The most potent threat from the Terrans comes in the form of the Terran Siege Tank. These awesome weapons have a staggering attack range and if there are enough of them around, they can quell almost any Protoss ground force. Your best bet is probably with Zealots that have been upgraded with Leg Enhancements (speed upgrade). Since the Siege Tanks cannot fire right next to themselves when in Siege Mode, the Zealot can attack with impunity if they can make it up to the Tanks. If there are several Tanks spread apart, split your Zealot forces into smaller groups and send each group to a different Siege Tank. Not only will this help speed up the process of destroying the Tanks, but also with multiple threats, the Tanks can be "tricked" into firing at the opposing Zealots, causing massive damage against each other (due to their explosive damage type and Large size).

However, those tactics will generally only work against Siege Tanks out in the field lightly defended by Marines or Firebats, etc. If your opponent has built up a substantial blockade using Tanks to support Bunkers and Missile Turrets, then the situation becomes much more complex. Your best bet will be to overwhelm the blockade with 4+ Carriers (more if there are Goliaths or air unit support nearby). Target any Missile Turrets first and chase away any nearby Science Vessels, and you can give any Dark Templar you have a chance to destroy the ground base blockade. Avoid using High Templar and Psionic Storm against this kind of fortified defense, since not only will the Siege Tank be able to fire at the High Templar before it can use Psionic Storm, the Storm will also be useless against the Bunkers and Missile Turrets.

In the latter game, against blockades, look for holes in the base defense and use an Offensive Recall to quickly

overwhelm. This will give your ground units the advantage of being able to reach the Siege Tanks without suffering the damage of a normal ground based approach and it can also give you quick access to whatever the blockade is protecting, whether it be a main base or an expansion.

### Science Vessels

The Terran Science Vessels are probably the greatest threat for Protoss players. Not only do they serve as mobile detectors, but they also have three key special abilities that can cause massive disarray: EMP Shockwave, Irradiate and Defensive Matrix. EMP Shockwave in particular can be deadly for the Protoss since not only is the energy drained from key units like the High Templar, Arbiter and Dark Archon, it also instantly depletes the Plasma Shields from every Protoss unit and building within its range of effect. As a Protoss player, you'll have to keep a sharp eye for them and hunt them down with Scouts, Corsairs or any other means possible when you see them.

### Battlecruisers

The Terran Battlecruiser is probably the closest thing to an "ultimate" unit as you can find in Starcraft, and as such you should always keep your eye out for amassing Battlecruiser fleets. There are several ways you can handle them and they do require a lot of micromanagement as well as your complete attention when facing them. First of all, they are slow moving and as such, are good targets for Psionic Storms. While Psionic Storm will not destroy them in a single use, it will help reduce their massive amount of HP. Once Psionic Storm is cast, quickly follow up with anti-air units (Carriers will probably be your best bet) and keep the pressure hard on them. If you give the Battlecruisers the opportunity to return to a base or expansion to be repaired, you are essentially wasting your time against them. You may also want to use Hallucinated Carriers or Arbiters to help throw the Battlecruisers off balance while keeping the heat from your real units and when attacking be sure to concentrate all firepower on one Battlecruiser at a time. This will help you reduce their numbers faster and by killing them quickly, you will find yourself with less to worry about later in the game.

However, if you know your Terran opponent is going to build mass Battlecruisers, your best bet is to get as many Dark Archons as possible and research Mind Control. By using Mind Control, you can gain the awesome power of the Battlecruiser for your own use and if you have enough Dark Archons at hand when they attack, you can capture an entire fleet within the span of a few heartbeats.

## PROTOSS VS. ZERG

### Overview

The Protoss against Zerg encounters are a literal example of quality over quantity. The Zerg, with their cheaper units, 2 for 1 deals and 3 simultaneous unit production at each Hatchery, can produce massive numbers of units. The Protoss cannot hope to match them unit for unit, however, their superior technology gives them an edge in terms of raw power per unit. The key to defeating the Zerg with Protoss lies in meticulous unit micromanagement, quick expansions (you'll need the resources to produce enough of everything) and making sure every unit lives as long as possible (with the use of Shield Batteries).

### Zealot Rush vs. Zergling Rush

The Zerg have the fastest rush in the game and depending on the map being played, you may find yourself being overwhelmed before your first Zealot is produced. By the time a rush like that hits, you should at least have one Pylon and a Gateway up with a Zealot beginning production, and in that case gather up all your Probes and lead the Zerglings

on a chase around and around until your Zealot is produced. At that point, use the Zealot to attack and use your Probes to help it finish off the offending Zerglings. Once the Zerglings are dead, you'll want to recommence with your resource production as soon as possible. Note that a rush like this, this early in the game will severely hamper a Zerg player's resource production and the key to winning lies in making sure that you can out-resource and out-produce your opponent. At most they will be able to send another wave or two of Zerglings but by that time you should have a few Zealots out and able to defend without too many problems.

Getting Photon Cannons can help you out immensely in the early game against Zerglings and if you feel that your foe means to press the advantage of a Zergling Rush, you'll want to get them as soon as possible to help support your Zealots. Shield Batteries can also be extremely useful when defending.

If your opponent fails to pull off a Zergling Rush before you get your first Zealot, you shouldn't have too much to worry about in the early game. One Zealot can take 2-3 Zerglings by itself and once you begin Zealot production you should be ok. The only situation to watch out for in Zealot vs. Zergling encounters is overwhelming Zerglings numbers (more than 5:1 ratio of Zerglings to Zealots). This can easily happen if your Zerg foe builds multiple Hatcheries and builds only Zerglings and in such cases, you'll need to block up choke points with Zealots and Pylons and be well supported by Photon Cannons to fend off such numbers.

When using a Zealot Rush to invade a Zerg base, take caution and keep an eye out for Sunken Colonies. The Zerg can produce Sunken Colonies as fast as Zerglings and only a few coupled with a few Zerglings can really damage a Zealot force.

### Hydralisks

Once the initial rushing is over, you can expect to face Hydralisks throughout the rest of the game. Hydralisks are relatively cheap and can also be produced in large numbers and they have a wide range of upgrades making them one of the most feared Zerg units, and rightly so. To counter them, you'll need Zealots to tie them up while you use Dragoons, Reavers or High Templar to finish them off. Reavers and Psionic Storm are your best bets against packs of Hydralisks and with a few good shots of either, you can raze a Hydralisk force in no time. Archons can also cause major damage to Hydralisks with their heavy hitting splash damage attacks. You can also use a Corsair's Disruption Web during a conflict to temporarily disable groups of Hydralisks.

### Handling Royal Pains

The Zerg Queen, if used well, can become a rather nasty thorn in the side for a Protoss force. With their Spawn Broodling ability eliminating your High Templar, Parasites to see what's happening at your bases and Ensnare to slow and reveal your forces, Queens should be hunted down on sight. Corsairs and Scouts are well suited for the task since they are faster than the Queen and relatively cheap. With a pack of 3 or more Corsairs or Scouts, you should be able to make every base a Queen-free area.

Speaking of hunting, you should also make it habit to go Overlord hunting on a regular basis. The Overlord is even easier to pick off than the Queen and by killing stray Overlords (or even better, a stray pack of Overlords trying to hide in some corner of the map) you can slow down the Zerg unit production as well as decrease their chances of seeing or detecting any of your troop movements.

### Mutalisks

The Mutalisk is the most mobile Zerg unit and flying in packs, they can quickly find and eliminate your forces or expansions. Their "ricochet" attack also causes substantial damage to packed units or buildings when they're in large groups and can be quite intimidating. But don't worry, the Protoss have more than enough in their arsenal to take care of this problem.

The first and best counter for Mutalisks is the Psionic Storm. Mutalisks will die beneath a Psionic Storm if they are left there for the entire duration of the effect even if they are at full health prior to the Storm. Also since Mutalisks stack on top of each other when grouped, making it even easier for you to destroy massive numbers of Mutalisks with a single use of Psionic Storm. But in most circumstances you cannot count on an opponent leaving their entire Mutalisk force in a Psionic Storm and they will usually escape with some of their health intact, so be sure to have support units nearby to quickly finish them off as they retreat.

In addition to the Psionic Storm, the Protoss Corsair is a countermeasure that was specifically built to engage the Mutalisk. Their quick hitting splash damage Neutron Flare attack can dissipate hordes of Mutalisks with little effort and they are just as, if not more, mobile than Mutalisks so they can hunt down Mutalisks forces no matter where they go. For even better results, keep your Corsairs slightly separated when attacking to reduce the effect of the Mutalisk attack.

Archons in groups are also deadly against Mutalisks. Their immense Plasma Shields protect them well from the Mutalisk attack and their splash damage attacks can kill Mutalisks in droves. However, if you do use Archons, be sure to have a few before engaging Mutalisks with them. A single Archon although powerful, cannot hope to prevail against a legion of Mutalisks.

### Guardians

The Zerg are usually fond of using Guardians to eliminate ground forces of any species and with their attack range and power, they have a good reason to. However, they have a few weaknesses you can exploit with your own units. For one, they cannot attack other aerial units, making it easy to force them to retreat with a few Corsairs, Scouts or Carriers. Also Psionic Storm can be cast over them outside of their attack range and with their slow movement, they usually fall prey to a well placed Psionic Storm. Even if you don't have either means of driving off a Guardian force, you can always use Shuttles to load your more powerful units (Reavers, High Templar) to safety before the Guardians can finish them off.

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