

The GRAND StarCraft and Brood War Encyclopedia!

Made by Georgi Yanev

Hi fellows, I guess you've forgotten this cool and gorgeous game by Blizzard Entertainment. First of all I want to thank you for reading this. For wasting your precious time. THANK YOU! Secondly I want to tell you that this company is my very favourite one so speak with honour for it. For the younger gamers I shall only say that they will miss much if they don't get as fast as they can the three glorious game series. These are:

- *Warcraft II: Tides of Darkness and Expansion Set: Beyond the Dark Portal;*
- *Diablo and Expansion Set: HellFire;*
- *StarCraft and Expansion Set: Brood War.*

That's all about my favourite company. This book is about one of these three game series (I won't be amazed if you already know which one is that game). STARCRAFT: BROOD WAR. Please sit back and relax. I promise I'll make the next 13000 words a little bit more pleasant to read. And I really suggest you print this. It'll be easier for you to drink, eat and read! But enough of this. That was just the very beginning...or as they say: "The Introduction!"

In this next little part I'll give you some info about me: My name is Georgi Yanev. I'm 16 years old from Europe, Bulgaria. I have e-mail, which is georgi_yanev85@yahoo.com or zasz@abv.bg. That was enough about me. If you think as I think please keep reading...

'Into the very heart of the labyrinth...'

If you've never heard of the game that this encyclopedia is for, then you've probably fallen from the moon 3-4 years ago. If not so, you may really understand much more about this game, though it's old enough. If you like only the newest 3D, 32 bit coloured games, which require from your PC: 128 MB of RAM, AMD Duron 700 MHz, over 1,5 GB of memory and so on, you'll piss me off if you proceed. But if you're one of the least people who entertain the gameplay, the good storyline, etc. this one is for YOU indeed.

'Know this my friend...'

I'm starting with the units in the game. You can read information for ANY unit you wish to know anything about.

We are starting with the ZERG



Drone

The **drone** is the zerg worker. Just like all other workers he carries minerals and gas to your **Hatchery**. He can also mutate into new structures. He can attack but I would appreciate if you don't make him do so. If you don't understand me, then bring your **drones** to the battlefield and watch the short bloody battle ;-). If you want to buy new **drone**, you won't be disappointed-he costs only 50 minerals and 1 overlord limit (OL). His statistics are: HitPoints (HP): 40; Armour: 0 (+3); Damage: 5 (+3). The numbers in the brackets show how many points the unit gets from all three levels of the upgrades. Though the **drone** has no upgrades especially for him, he gets points from the primary ones. The primary upgrades are for armour and damage. The **drone**, however, has special ability. It is for all zerg ground units too. <Burrow>. The research costs 100min and 100gas from the **Hatchery**. I'll tell you some tactics and we shall proceed with the next unit. When the

enemy attacks one of your bases you can burrow your **drones** in the ground and if the enemy has no detectors with him, your drones will survive the attack (and probably rebuild the base and continue gathering resources). That's the basic trick with the **drone**, but you can find others by yourself. The **drone** requires only one building - the **Hatchery** and is built at it.

Zergling

The **zergling** is the primary unit of the zergs. If you look at his stats you may even think he is weaker than the **drone** but if you keep thinking, or if you just read the following lines you will blame yourself for being so stupid :-). First of all the **zergling** has fast attack and movement. That way even with his only 5 points of damage and 35HP he may prove to be a pain in the ass for the beginning of a game :-). The unit costs 50 minerals and 1 SDL (keep in mind that from 1 egg hatch 2 **zerglings** and 2 **zerglings** cost 1OL). The **zergling** has HP: 35; Armour: 0 (+3); Damage: 5 (+3). Like all ground units he has the 'ground upgrades'. I call that way the upgrades for attack and defense, which are in 3 levels. But what makes him more powerful than the **drone**? Try making a fight between a **drone** and a **zergling**! First the **zergling** has faster attack than the **drone**. This most important bonus makes **zergling** winners! If we proceed we'll see that the **zergling** has a special ability and a 2 special upgrades for him! You'll need to research the ability before you can use it. The 'burrow' research will give the **zerglings** the ability of burrowing around the battlefield. The **zerglings**' special upgrades are for faster running and for faster biting (attacking). The 'running' upgrade cost 100min and 100gas. And the 'attack' upgrade cost 200min and 200gas. Here's a tip: zerglings are used for the most common strategy with zerg. RUSH. What do I mean? Grow up, my man! When you first start you begin to gather minerals with the 4 **drones** you have (you don't buy fifth **drone** like before). When you reach 150min immediately build 'spawning pool'. When it's ready make 3 eggs (6 doggies) and go attack the enemy. Good, huh? Well, if you fail, so long sucker! Keep in mind that even in the middle of the game you can use **zerglings**. Just upgrade them as many as you can and make MANY of them. Any way, **zergling** requires spawning pool. Built at hatchery.

Hydralisk

This unit is very powerful. And of course one of the most used by players unit. Probably because of his very big usage. What do I mean? Well, think about yourselves, but the **hydralisk** can attack both ground and air units with good damage and ranged attack. It is most likely to use **hydralisks** in groups of more than 6 units. They also are very cheap and have 2 very powerful upgrades. But we'll talk about this later. One of these guys costs only 75min, 25gas and 1OL. Cheap ain't it? I guess it's cheap enough for 80HP, 0Armour and 10Damage. If you've played the game a lot, then probably you'll notice something strange (or may be not THAT strange). The **hydralisk** attacks with 5 points of damage per hit. It's very likely that the **hydralisk** makes 2 spits for a quick time and these 2 spits count for 1 attack. 'Tis strange no? As I've already said, the **hydralisk** has 2 upgrades and 2 researches. Let's start with the researches. The first enables the ability to morph your **hydralisk** into **lurkers**. Now I won't talk about this much, if you want to get more information read about the **lurker**. The research, however, costs 125min and 125gas. The second enables you to burrow in the ground your **hydralisks**. Actually this upgrade is for all ground units except the **ultralisk**. You can see how much does it cost in the **drone** info. 'Enough is enough...' as they say, but let's go on with the 2 upgrades. First one makes your **hydralisk** faster. If you are playing with **hydralisks** this is a MUST HAVE upgrade. Said with other words, you should upgrade! Costs 100min and 100gas. The other one upgrades your **hydralisks** attack range. It costs 150min and 150gas. A MUST HAVE upgrade too. Enough about upgrades and such stuff. The abilities of the **hydralisks** are 2: one to burrow (very strategic) and one morphing (useful too). What kind of advice can I tell you? If you play with zerg there won't be very much thinking about tactics. Anyway, keep on upgrading and producing **hydralisks** and you'll be victorious. The **hydralisks** are just like the zerglings. Build lots and don't ask where they die :-)...

Lurker

The **lurker** is one of the most frequently used units for defense in the game. If you are new I'll let you know that the **lurker** has the ability to burrow even if you haven't researched it from your hatchery. That's because of the special way the **lurker** attacks any enemies. He can't attack if he isn't buried in the ground. If he's buried, however, he attacks with good damage, only ground units and like the **firebat** he has damage in lines. In big lines. Very big. That way he is very useful against a horde of enemy units. He isn't good enough for attack, though. I mean that it takes a little time for the **lurker** to burrow. He's not like the others to burrow in a sec. Shall we continue with his cost? 50min, 100gas and 2 OL. You will also need **hydralisk** to morph him into **lurker**. So the cost is totally: 125min, 125gas and 2 OL. One **lurker** has 125HP, 1Armour and 20Damage. Of course you can upgrade the **lurker** with the standard 3 leveled upgrades for ground attack and ground armour. He has no other upgrades and special abilities. The **lurker** is a MUST HAVE unit for every zerg defense against any enemy. Now here's a tactic my father invented (probably lots of players have been using the same tactic, but I say my father had invented it cause he hadn't been talking with other people about it). When you upgrade enough and build-up your primary defense it's time to morph some **hydralisks** into **lurkers**. One of the best ways to keep the CPU away is to build some spore colonies (these are zerg 'towers' which attack ONLY air units). Guess what you're going to put next to them? **Lurkers**! Imagine an enemy is coming with his very, VERY big army of different units. Of course he brings detector as well. As the enemy approaches your **lurkers** begin their attack. That way all ground units are annihilated. 'Why', you say? Because when the detector comes your cool spore colonies will kill him or at least he'll take heavy damage. The situation is completely different if the enemy attacks with flyers and if he is a HUMAN... Get other tactics alone.

Ultralisk

Now, that unit is TOUGH! And I really mean it. May be not so frequently used as the **lurker**, but it really is useful for some attacks. Though the **ultralisk** has only ground attack, it may really prove worth the cost you pay for one. And as we are talking about the cost let's see it. The **ultralisk** costs 200min, 200gas and 6 OL. Yes, I heard you and I agree. It is really expensive, but you'll see later why it is useful anyway. **Ultralisk** has 400 HP, 1 Armour and 20 Ground Damage. Now you see, don't you? Besides, it has 2 very cool upgrades. First one is for greater running. It costs 200min and 200gas, but when it's ready prepare for the fastest unit in the game after the **zergling**. The other upgrade, owned by the **ultralisk** is for greater armour. You see, in the original game the **ultralisks** did not prove themselves worthy. That's why Blizzard created this upgrade. It is really a MUST HAVE one. It provides additional 3 points of armour. And of course it costs only 150min and 150gas :-). The **ultralisk** has no special abilities. Now, what tips and hints can I give you? Use a lot of these guys. I know it sounds stupid but it's not so hard to build up to 2 dozens. That way for the enemy will be difficult to kill them all very fast. Guess what are you going to do in that time :-). The **ultralisks** also might be used for dropping them just in the centre of an enemy's base. Think of others by yourself. Built at hatchery.

Defiler

This is the zerg sorcerer. He hasn't got attack, but he has 2 very cool spells and 2 ability. You must keep him out of the battlefield cause he really can't take much damage. But that's a bullshit. We will proceed with his cost and stats. Costs 50min, 150gas, 2OL. The **defiler** also has 80HP, 1 Armour and NO Damage. Now we are talking about the upgrades and special abilities. The first thing (and the simplest) is the burrow ability. You probably remember that all ground units except the **ultralisk** (and one of the special units-**broodling**) has it also. The **defiler's** second ability is to 'consume' its comrades. This is simple. The targeted unit (MUST be yours) dies (the **defiler** eats him) and that way the defiler restores himself 50 energy points. This can be useful if the enemy is making a very hard siege upon you and of course you need many energy points. For only 50 minerals you buy 2 **zerglings** (remember that from 1 egg you get 2 **zerglings**) when you need the energy you eat them (this should be no problem at all in the very middle of the game). Cool, huh? I used this myself :-)... The first upgrade is just like all the other spell casters for +50 energy points. This costs 150min and 150gas. So there are 2 more special abilities we could look at. Plague is one of the meanest ones. This will take up to 300HP from a unit, but will not kill him! For example you cast this on **siege tank** with 150HP, well this will leave him only 1-5 HP but will not kill him. The research of this ability costs 200min and 200gas. It also requires 150energy to cast. Usage: mostly if the enemy have a legion of units, you just go and fuck them up with 1-2 defilers. After the spell leaves them at most 10 HP each just go and finish the bastards with a dozen **hydralisks** or so. The last one is 'Dark Swarm'. The research costs nothing (this is the **defiler's** starting ability). It costs 100 energy to cast any the **defiler** makes a cloud in which your units can't be hit. Tips: use the spell in the appropriate situations.

Overlord

Now this unit is 3 in 1. What do I mean? First that unit is the equivalent of the terrans supply depot or the protoss pylon. Which means he provides OL for you. What's the good about him? Well, man, the **overlord** is a flyer so it doesn't take any free space in your base (cause the terrans' and protoss' limits are buildings). Second is that this unit is a detector. That way you have detector from the very beginning of the game and you don't need to worry about any 'hidden' attacks. And the last, but not least is that if you make certain upgrades he will be your air transport too. Now we'll talk about the bad things. The first and more important is that when you mutate an **overlord** he is too slow (I mean REALLY FUCKIN SLOW) but relax you have the upgrades for faster flying. The **overlord** is also tough enough. Let's see his stats and cost. He costs only 100min (this is the only one unit which doesn't cost you limit). The **overlord** also has 200HP, 0 Armour and NO attack. We shall proceed with the interesting part-the upgrades. The overlord has 3 upgrades. All of them require a lair and are also built from there. First upgrade is for faster flying. Costs 150min and 150gas. The second upgrade increases the visible rating. Costs 150min and 150gas. The last one makes your **overlord** flying transport. It is the most expensive one- 200min and 200gas. That's about the upgrades. The **overlord** has no special abilities. Here's a tip. Use **overlords** for dropping your **ultralisks** in front of an enemy's base. Drop them just where his workers are and ... watch! The second thing is underestimated by most of the players (the computer, however, uses it). Every time a mutate a new **overlord**, I set him to patrol an area. That way I have detectors patrolling all over my base. Cool ain't it?

Scourge

Many players underestimate this unit, thinking it is useless. Sometimes they are right, but sometimes NOT. With a several words this unit commits suicide but killing another (or seriously damages him). Just like the **zergling** you get 2 **scourges** from 1 egg. They are also cheap enough. We'll talk about the tactics later, so let's proceed with the cost-25min, 75gas and 1 OL. Stats are 25HP, 0 Armour, 110Damage. The **scourge** has no upgrades or special abilities but he is very good unit for usage at different tactics. You probably saw the high damage. With 2 of these you could kill almost every flyer in the game (I say flyer, because the **scourge** can attack only air units). For example I will tell you how did I complete the objective of one of the missions from the campaign from the expansion set (boy, this was confusing!). The objective was to kill Edmund Duke. This guy is battle cruiser with 1500HP (REALLY). I just mutated 2 dozens of **scourges** and sent them for the 'captain'. That was good! What I want to tell you is that scourges are mostly useful for specific missions. If you

want them to survive, however, you **MUST** provide air or ground support for them (till they get to the target). There isn't very much to say about the **scourge**. There may be plenty other tactics, however, you may find yourselves. Just keep trying with different ones. This unit is built at the zerg hatchery.

Mutalisk

This is the zerg primary air unit. Just like the primary unit for the other races, this could attack both ground and air units. With not so big damage, though. The **mutalisk** also has 2 special abilities. Unfortunately they are just like the 1 the **hydralisk** has [:-) Yes, I really mean it. The **mutalisk** can only mutate into another 2 units. That way the whole zerg flying attack depends on creating **mutalisks** and **scourges**. One of these 2 units, the **mutalisk** can mutate into is for the expansion set only. I am using the current situation to remind you that this encyclopedia is really for the expansion. But, what the heck, let's fucking continue with the **mutalisk**. He has very stupid (close) attack range. Only a 3-4 squares from him. Enough of this! His stats are 120HP, 0 Armour and 9 Damage points. These you can get for only 100min, 100gas and 2OL. Of course both the **guardian** and **devourer** (these are the units mutalisk can mutate into) will need a **mutalisk** which can be mutated. That way they get more expensive. Will talk about this later. About the upgrades-mutalisks have only the primary ones (for damage and armour). I've told you about the 'special abilities'. It looks like the only thing left to say something about is tactics, tips and hints. I don't use this guy. May be only when I'm preparing a 'RUSH'. But it's very expensive one. If you play on a map with lots of cash, however, you must surely try it. The most helpful hint is: 'Always mutate **mutalisks** into the other 2 units!'

Guardian

This is the first unit you can mutate your **mutalisks** into. This is flyer that can **ONLY** attack ground units. I mean **NO** air attack. No matter that, he really does a great job. The **guardian** is from those **MUST HAVE** units for making the perfect defense line. The most important thing we should say about him is that he has very big range. That means he could take out (destroy) an enemy's missile turret, spore colony or photon cannon from a safe distance. Even the different 'towers' do not have as big range as the **guardian** has. This makes him very needed unit at a massive attack too. But, what am I talking, let's proceed with the stats. 150HP, 2 Armour and 20 Damage. How does this look like? Cool, but do not prepare to celebrate. For 1 **guardian** you will need 1 **mutalisk** + 50min and 100gas. Expensive but I think he is worthy. Just like the **mutalisk**, he has no upgrades except the primary. Besides, the **guardian** has no special abilities too. So we go straight to the shit! I'm kidding. Tactics. What can I say? He has big range, so even if you are preparing a ground assault, it won't be bad if you bring 3-4 **guardians** just to protect your units from the towers. I didn't say what the bad thing about the **guardian** is (except his cost). He is very slow. But, no matter that he is, and will always be, one of the most useful units in the game. Usually, when I play as zerg, I make 2 groups of these and 1-2 groups of **devourers** and attack. Usually no enemy can survive this attack. Keep it in your bloody mind...

Devourer

This is the second unit who is mutated from **mutalisk**. This one is flyer too, but has **ONLY** air attack. If you have read about the previous unit (**guardian**) probably you are thinking these 2 units are the perfect team. They will cover each other. You are wrong, however. And to explain you why we'll start with the bad things about the **devourer**. His attack speed is really slow, although he is very fast moving unit. He **SPITS** (that's his attack) and you wait for 5-6 seconds till he 'reloads'. The good about his attack, however, is that his spit slows the targeted unit's attack speed (and also all the very near by units' attack speed too). So, with 1 shot the **devourer** does 3 things. First he makes damage to the enemy unit that has been targeted (that way he will kill that unit sooner or later). Second is that if the enemy is tough (with lots of HP) the **devourer's** spit will make him up to 9th level of slowness before the unit dies. And finally the third is that if the **devourer** spits at **wraith** (for example) and then the **wraith** cloaks he will still be visible. With one word - the **devourer's** spit is some way a detector. I guess that's enough description. The cost is **mutalisk** + 150min and 50gas. For this cash you get 250HP, 2 Armour and 25 Damage. The **devourer** has no special abilities or upgrades (primary only). About the tips now. In the last text (for guardian) I wrote my tactic with zerg. Some dozens of **guardians** and some of **devourers**. If you think you can build even some dozens of mutalisks. That's the main way to victory for me. If you want to attack that way, however, please be sure to have lots of mineral mines controlled (or use cheat codes :-). Now, that's a thing you should never do. But I will not talk you about this, cause some of you might be **TRUE CHEATERS** and will be insulted. I stop till here.

Queen

This is the zerg air spell caster. She has 3 very cool spells and also 1 sp. ab. Just like the **defiler**, the **queen** has no attack. No matter that, I prefer using her than the **defiler**. Mostly because of the great spells she has. May be the **queen** is the fastest air unit in the whole game. The **queen** has 120HP with 0 Armour. This is at cost of 100min and 150gas. Now we'll talk about the most interesting part. The **UPGRADES AND SPECIAL ABILITIES**. The **queen** has 1 spell and its only 1 special ability by default (this means before you research the others). The spell is parasite. Costs 75 energy. This must be cast at an enemy unit. Immediately you will be able to see the part of the map that he reveals. Yes, you will not be able to control the unit, but will see him on the screen. Very useful spell if it is cast on overlords (or other detectors), cause that way the unit will even be detector to you. That means if the unit that the spell's been cast to goes to his base, you will see the

cloaked/buried units too. 'Infestation' is the name of the only special ability. This is simple. When you seriously damage a Terran Command Center (leave it on its half HP), you will be able to cast this on it. After several seconds the **queen** is done and you have the only special building in the game. You can mutate 'Infested Terrans' from it. Read below for more info. No energy is required for this 'spell'. Now, there are 2 more spells. 'Ensnare' is a multi function spell. You can cast it anywhere on the battlefield. Then all units in that small area will be detected (if they are cloaked) and SLOWED DOWN. Very useful in mass melees. The research of the spell costs 100min and 100gas. The cast itself costs 75 energy. The last spell is called 'Spawn Broodling'. Costs 200min, 200gas and 150energy. That kills the targeted unit (must be non-robotic, ground unit) and spawns from him 2 Broodlings. See below for them. There is one more upgrade. The **MUST HAVE** for +50 max energy. It costs 150min and 150gas. Hints are: 'Use the spells!'

Special Units

There are only 2 special units for the zerg but the other races do NOT have even 1, so here they are:



Infested Terran

This unit is produced at the Infested Command Center. For more information about him read about the **queen**. It's a ground unit. With not so good speed, but that's because of his damage. The stats of the **Infested Terran** are 60HP, 0 Armour and 500 Damage. No, that is NOT mistake. 500 damage! This is at the cost of 100min, 50gas and 1 OL. This unit has no upgrades, except the upgrades for the damage and armour. But the **Infested terran** has 1 ability. It is to burrow. There is not so much to talk about this guy. He is used mostly strategic, not just in the melee, because of the less HP and Armour. You may burrow around the battlefield such units and when an enemy approaches, stand up and ... kill, kill, and kill. One of the most important tip I should give you is to take out different defense structures. The zerg defense buildings has the most HP (400) and can be destroyed by ONLY 1 **Infested Terran**. No more to talk about.

Broodling

The **broodling** is the second special unit. Though he has pretty less HP and Damage, as we'll see later, he is better attacker than the **drone**. That's because of his fast attack speed. Well, not as fast as the **zergling's** but good enough. This is ground unit and has only ground attack. You always get 2 of them. You know, when you cast the spell and so on. For more info read about the **queen**. The special about the unit is that he is on energy. When you cast the spell on a unit, and get 2 **broodlings**, they are 'time limited'. That means you have about 1.5 or 2 minutes, after this the **broodlings** are history. They have no cost, except the energy taken from the spell to cast. They don't take from your OL either. The **broodlings** have only 30HP, 0 Armour and 4 Damage. This is the least damage in the game, but not the least HP (**scourges** have lesser). Of course all the primary upgrades are for the **broodlings** too. But with that we end with the special abilities and upgrades cause they have not any. Tip is to use them to let the enemy pay attention to them, while you sneak with your troops into his base. One that I really very often use is to cast this on workers in the heart of his base and then attack with the **broodlings** all other workers. This is very nasty, because there is something like bug! If you attack enemy workers with **zerglings** (and you play against the computer) they will retaliate the attack. If you attack the workers with any other unit the workers will flee. Well, they flee even if you attack them with the **broodlings**. This is stupid because the **broodling** is weaker than the **zergling!** Use this 'BUG'.

Now this was about the zergs. We proceed with the TERRANS



SCV

The **SCV** is the terran worker. Just like all other workers he carries minerals and gas to your **Command Center**. He can also repair your mechanical units and build new structures. He can attack but I would appreciate if you don't make him do so. If you don't understand me, then bring your **SCVs** to the battlefield and watch the short bloody battle :-). If you want to buy new **SCV**, you won't be disappointed-he costs only 50 minerals and 1 supply depot limit (SDL). His statistics are: HitPoints (HP): 60; Armour: 0 (+3); Damage: 5 (+3). The numbers in the brackets show how many points the unit gets from all three levels of the upgrades. Though the **SCV** has no upgrades especially for him, he gets points from the primary ones. The primary upgrades are for armour and damage. The **SCV** has no special abilities at all, so I'll tell you some tactics and we shall continue with the next unit. This is stupid one (for all players that are fast enough and like the 'RUSH'). If you're playing on a very small map, your enemy is nearby, and you have tons of luck you may succeed. Quickly as the game begins you get all your workers, you make one more (cause you have only 50 minerals in the beginning of a normal game) and go kick the enemy. You have chance because the **SCVs** are the strongest workers (with most HP). Now here's something useful, especially if you play with an ally. When you have access to most of the buildings you may go near the enemy base and build a **Barracks** and a **Factory**. You will need the cover of your ally till the buildings are ready, but if the map is big, just think how much time will save you this operation! That's the basic tricks with the **SCV**, I hope you find others by yourself. The **SCV** requires only one building - **Command Center** and is built at it.

Marine

The **marine** is the primary unit for the terrans. If you look at his stats you may even think he is weaker than the **SCV** but if you keep thinking, or if you just read the following lines you will blame yourself for being so stupid :-). First of all the **marine** has ranged attack (the range is not so long). He can shoot at air units, and that's great for a primary unit. He has fast attack. The unit costs 50 minerals and 1 SDL. The **marine** has HP: 40; Armour: 0 (+3); Damage: 6 (+3). Like all ground units he has the 'infantry upgrades'. But what makes him more powerful than the **SCV**? Try making a fight between a **SCV** and a **marine**! First the **marine** will start shooting from a distance. Besides he has faster attack than the **SCV**. These bonuses make **marines** winners! If we proceed we'll see that the **marine** has even a special ability and a special upgrade for him! You'll need to research the ability before you can use it. The research and the upgrade are at the 'Academy'. The 'stimpack' research will give the **marines** the ability of taking stimulants. Each time you use this ability the **marine** will lose 10 HP (till he has 10 or less HP), but his movement and attack speed will be increased. This ability was almost useless in the original StarCraft. Why, you say? Easy, cause there were no medics who can save your infantries' butts. Imagine a **marine** with 40 HP. If he uses 3 times the ability, he'll have only 10 HP left. So, probably you understand that it will be easy even for an **SCV** to kill him! Well, this ability isn't that bad. In a big melee it may help a little... 'But enough of this...'. The **marines**' special upgrade improves their attack range. Useful one :-). By the way the stimpack research cost 100minerals and 100vespen gas. The U-238 shells upgrade costs 150minerals and 150gas. Here's a tip: you can use marines in large amounts! What do I mean? Grow up, my man! Don't you see: 1. They are cheap; 2. They don't want too much food; 3. Their producing process is fast! So, don't wait anymore, buy them NOW! Only 99.95\$:-)). Most players and me too, while building the defense make 2 bunkers and play 4 **marines** in each. I have a friend, who put in the bunkers even **medics**, but we'll talk about this later. I can't recall anymore tactics I've been using, probably, cause I REALLY do NOT play with stupid infantries:-). Any way, marine requires barracks. Built at barracks.

Firebat

So here we are in front of the next infantry. This unit is powerful as the protoss zealot is (almost). Well, just like most of the non-ranged infantry units this guy is completely unusable. Will you think for a second? This guy walks, walks, walks and 'whoa', he reached the enemy! What about if the enemy has ranged units? Well, then 'forget about dre!' You have no more **firebat**. That's the trouble with most of the primary units!

'A massive voice from the crown...'

"But, wait who said that I'm gonna leave my **firebat** alone? Of course I'll make lot's of them, or I'll just cover them with other units!"

'Excuse me for bleeding...'

"Hey, dummy, you're right! Excuse me for being so stupid and for LIEING you!"

So, we decided this, let's go on! If you are an animal, may be you still didn't understand that the **firebat** is ground unit, he has attack in line, and blah, blah, blah. What do I mean by saying: "attack in line"? The fire (from the flame-thrower) damages all units near it. But don't expect BIG damage. But if we are gonna talk about damage, let's see his stats. HP: 50. Damage: 16 (+3). Armour: 1 (+3). The price you pay for a **firebat** is: 50minerals, 25gas, and 1SDL. Like all terran ground units he has the standard infantry upgrades for attack and defense skill. And just like the **marine**, the **firebat** has stimpack ability. But he does NOT have any especially for him upgrades. One of the stupidest tactics is to put a **firebat** in the bunker, although sometimes this may prove itself worthy. I really think that you should put **marines** in the bunkers, because they will start shooting from a distance. The **firebat** will wait, till the enemy comes just next to the bunker. But one best tactic is to put 3 **marines** and 1 **firebat**. I don't think the **firebats** are useful in attack, if you don't bring with them other units. Just remember this: "What ever you do, always be sure you have at least 2 medics with your party of 'commandos' ". This is enough for the **firebat**. Requires barracks and academy. Built at barracks.

Medic

The medic is the **WOMAN** who saves your but. If you play with infantries and you have no **medic**, you're dead. I have to keep it short, so with one word: 'the **medic** heals your units'. She also has 2 special abilities. One **medic** costs 50 minerals and 25 gas and 1 SDL. She has 60HP, 1 armour point, and NO attack. Yes, you heard me. I said no attack. She is one of the fewer units who do not have attack skill. All infantry upgrades belong to her, too. She has many special upgrades as well. First one is the upgrade for the 'blind' spell. It's called 'Optical Flare' and costs 100 min. and 100gas. It also costs 75 energy each time you cast it. This ability makes the unit blind, so he can't see anything around him. Next one is 'restoration', costs 100min. 100gas, 50 energy. It restores unit from: 'plague', 'ensnare', 'parasite' and others. You must always use **medics** in order to achieve victory. Even if you don't play with 'ordinary' units, it's always useful to have at least one in the base. I can't tell you many tactics with the **medic** except one. Use your spells. Mostly the restoration. You know what? When I play as terran I usually do something like this. I make a whole armada of **battlecruisers** and 2 or 3 **science vessels** with them. Then I make 1 **dropship**, which carries 6 **SCVs** and guess what? 2 **medics**. Yes, that's right. Cause when the zerg make on my cruisers something nasty I will be able to pull it off. No more to know about the **medic**. Requires barracks and academy. Built at barracks.

Ghost

The **ghost** is the last infantry unit we'll look at. He is mostly like the **marine** except that sometimes he's better. The **ghost** shoots with C-10 canister rifle. And as you probably guess, he attacks both ground and air units. As far as I see, cause I've seen much (2 years are a lot of time), this rifle and specially the **ghosts** are NOT so effective in normal game. Though he has some very cool abilities that we'll mention later. One **ghost** cost 25min. 75gas, 1SDL. He has 45HP, 0Armour, 10Damage. All infantry upgrades belong to him too. But he also has an upgrade, which gives him additional 50 energy points. Other upgrade is for 'cloaking'. That makes him invisible, till he is detected. It costs 100min. 100gas for the research. Then if you want to cast it you'll need 25 energy and then 1 energy point for every second or 2. The second upgrade is 'lockdown'. It paralyzes 1 mechanical, non-bio unit. That means the 'locked' unit can't move and attack. The research cost 200min. 200gas. To cast you'll need 100 energy points. So here we are with the most interesting part. The Nuclear Bomb. Only the **ghost** can drop nukes. That makes him special, cause if you want to defeat the enemy without much losses that's the way. Just make your **ghost** invisible and sneak through the enemy's defense line and drop it. Just be careful for detectors, cause the **ghost** is really bad on HP. But let's get back to Nuke. You don't have to research this one. Just build a **command center** with the 'nuclear silo' add-on. Click on the add-on and build a nuclear missile. When the missile is ready click the **ghost** and you'll see that the button is active now. Drop it NOW. That's the main advice for the **ghost**. That's where he is helpful. Hope you like playing with NUKEs. Requires barracks, academy, science facility with covert ops add-on. Built at barracks.

Vulture

This is one of the 3 heavy-armoured units for the terrans. This is something like bike and not so good fighter. I mean it's better to use him as 'scout', but he has something very cool, and very defensive. You'll see what later (1). The **vulture** has only ground attack. So, this unit has 80HP, 0Armour, 20Damage. At this moment you may ask:

'Why the heck, you say he has bad attack?'

'Elementary, my dear Watson!', I say.

This unit is something really weird. When I make a fight between 1 **vulture** and 1 any other unit, usually the UNIT wins. But the thing that I noticed is **vulture** has some kind of 'bonus' to **zerglings**. If you try to kill unit with more than 50HP, you've made a BIG mistake. I guess that explains most things. Shall we continue? Good. One of these guys cost ONLY 75min. and 1SDL. Yes, his cheapness and one more thing (we'll see later (2)) makes the **vulture** 'cool'. Now, I'll explain you about the vehicle upgrades. They are just like the infantry ones, but for vehicles. Of course you get up to 3 points for each level of upgrade. Anyway, the **vulture** has 2 especially for him upgrades. One is for the speed. With this upgrade this would be the fastest unit in the whole game. Now he's just for 'scouting'. This costs 100min. and 100gas. The other is the greatest! It's called 'spider mines', can you figure out what is it? Sure you can't. That enables the **vulture** to lay up to 3 mines on the ground. Even you can think of your own tactics with this ability. But first let's see how does it cost. 100min. 100gas. Now, here's a tactic. If you are afraid of 'drop' (this is nasty tactic when the enemy sneaks through your back and lands troopers or even war machines in your base). Just buy lot's of **vultures** and lay mines all over your base. Other thing you may do is to lay mines in the most visited places on the map. That way you'll stop very large enemy forces come near you. Of course there are plenty tactics of that kind, but there are some very different ones. Try to finding them. Requires barracks, factory. Built at factory.

Goliath

My very favourite unit! No, I'm not kidding, I really love that peace of shit. And may be I do so, cause I found plenty starcraft RPG maps with this guy lately. Of course in such maps all stats are increased but if you only see him... Other reason why I admire the **goliath** is that he also reminds me for the big AT-AT (or something like this), from StarWars. But I like him mostly because of his graphics and animations. If you see the **goliath** from one side walking, you'll notice how he moves his legs. 'But enough of this...' Perhaps you're wandering what is going on? Don't bother, everything's all right.

Now serious, the **goliath** has ground and air attack. The ground is fulfilled by twin auto cannons (this means a **marine's** double damage). The air one is the coolest. 2 rockets with good damage. He is also good-armoured. One **goliath** costs 100min. 50gas, 2 SDL. He has 125HP, 1Armour, 12Ground Damage, 10Air Damage. Besides his standard upgrades, the **goliath** has only one more. But very valuable (only in expansion set: BroodWar). This will increase **goliath's** air attack range. Now be aware zerg **guardians**! This upgrade with all other ones makes **goliath** air killer. It's the most perfect unit for anti-air defense. Combined with **siege tanks**, these guys blow away foes. I can't tell you many tactics about this man, except one. If you are playing with ground, heavy-armoured vehicles you should bring him too. Enjoy his majesty the **goliath**. Requires barracks, factory, and armory. Built at factory.

Siege Tank

The **siege tank** is very good unit. It could be very useful in offence and he is also the always-needed component for a good terran defense. This is the only one unit in the game, which has 2 modes. As you probably have guessed these are tank and siege tank modes. The tank mode makes him move around the battlefield and shoot with 2 big cannons. The second mode is passive. I mean in that mode he can not move, but he has greater damage. But, he has slower attack rating. Anyway, one of this bastard cost 150min. and 100gas, 2 SDL. He has 150HP, 1Armour, 30TankDamage, and 70SiegeTankDamage. The **siege tank** hasn't got any upgrades except him regularly ones (for attack and defense skill) and the one for enabling the siege mode. The one and only ability he has is siege mode. Now it's time for you to see something. In siege mode the **siege tank** is the best unit to defend your base (in large amounts of course). **Tanks**, bunkers full of **marines**, and **goliaths** are the perfect defense. It has 'cool' damage and he doesn't have to move. Of course the third bad thing is eliminated too (slow attack rate) if you have many **siege tanks**. That's why they are great for defense. But this doesn't mean they are bad invaders. It is much more acceptable to use these heavy-armoured units than the infantry ones. It's not only because they are stronger, but cause you buy only 2 kind of units and you have all you need (air and ground attacker-**goliath** and **siege tank**). In comparison with the infantries you'll need at least 4 units for good attack party. Of course nobody is banning you from going with **tanks** in the enemy's base and deploying them there. If you do so, please save your game or provide them good air and ground support. Yes, even ground. In fact only **siege tanks** do not make Christmas! Peace of advise: Very harmful may be enemy dropships full of **tanks** which come in your base, avoiding your units and defense structures and dropping the tanks just in the base, killing all your workers...

Wraith

This is the first flyer we'll talk about. Of course he is weak unit. But his air to air attack is very decent one. I guess the second or third in the list. If we can say so, the **wraith** is not so expensive unit, with good ability and a killer air damage. But the bad thing about him is that he has few HP, Armour and Ground Damage. That's his description. Costs 150min, 100gas and 2 SDL. **Wraith** has 120HP, 0Armour, 8GroundDamage, and 20AirDamage. He has 1 upgrade and 1 research. Research for 'cloaking', which cost 150min, 150gas, 25 energy for starting and 1 energy point for each second the unit is cloaked (see **ghost** for information). The upgrade is for +50 maximum energy. Costs 150min, 150gas. The **wraith** has got only one ability-'cloak'. But this cloak ability is worthy than the **ghosts**'. The ghost is too weak, remember? As you know this makes the **wraith** invisible. Now here's a tip. I usually make striking forces (a group of **wraiths**), which I use just like their name says. I wait until all my **wraiths** have 250 energy points (with upgrade for energy and research for cloaking). Then go to the enemy. Kill all visible detectors. If there are invisible ones, I cast spell from the add-on to the command center to see them. Kill them too, the smack down the enemy. This tactic is simple, but remember that if you play against terran he ca cast that spell too, see and blow your 'strike team' away. Always keep in mind that the wraiths aren't capable of long survival, so get away from the melee. If you, however, are playing against terran and he has no missile turrets go straight to his command center add-on and destroy it. If the enemy has got turrets, try destroying one or two till you clear a small path to the add-on. That way you won't be able to eliminate the enemy, but you'll surely destroy his command center. If he has no other centers, he's finished! I hope you got the main idea of these little ships, called **wraiths**. You can build them at the StarPort. You'll need also barracks and factory built.

Valkyrie

Next flying unit is **valkyrie**. This unit is especially for air battles. That means she can't attack ground units, she hasn't got ground attack skill. But combined with other flyers she is main content of any air fleet. First of all she launches 4 double missiles. Each with 5 damage points. Of course that way all the near by units to the unit that has been attacked with be damaged too. But only **valkyries** can't be the perfect fleet. It's almost like all attack parties in the game. When you use every unit it's much easier. And of course this brings your units luck bonuses. One valkyrie costs 250min. 125gas and 2 SDL. She has 200HP, 2Armour, and 5Damage per missile. As you see she is very expensive unit. She is only in the expansion set: Brood War, too. But what makes her worth the money you've spent? Probably you see the BIG amount of HP and a whole 2 Armour! She has no upgrades except the attack and defense skill. She also has no abilities. And here's a secret. Blizzard has attempted to make her special ability, but somehow it failed in the beta tests. Of course no body knows what the ability was! I don't usually use **valkyries** but that doesn't mean they don't worth even a little. However a can remember a tactic I've been using when I was a little and very stupid shit... I was using **valkyries** for 'overlord hunting'. Perhaps you have heard of this tactic. It's more useful against the computer-simulated enemy, not against real human. This tactic consists of the fact that you make 5-7 **valkyries** and go to one of the enemy's bases. You carefully fly just around

the base, sneaking through any spore colonies it may has. That way you kill the most you can, without casualties. If you see a **valkyrie** is beaten up just withdraw your forces from the area. But actually this is stupid. Just keep in mind that **valkyries** are great combined with other air or even ground units. Requires barracks, factory, starport with add-on, armory. Built at StarPort.

Dropship

Third flyer. She has no attack, just carries units in and then dropping them out. Used to make nasty tricks (like dropping units at the middle of your base, if you have no anti-air defenses). She carries up to 8 of the small size units (infantries), 4 from the middle size units (goliath, vulture), and 2 from the largest units (siege tanks). It's easier to understand if you imagine that she has 8 boxes. Then the infantries take 1 box per unit, middle vehicles take 2 per unit and large vehicles take 4 per unit. Did I make myself clear? :-). The **dropship** costs 100min, 100gas and 2 SDL. Her stats are 150HP and 1 Armour point. She has no upgrades and special abilities. There aren't much tactics or tips or hints to say about the **dropship**. You can do whatever you want with her (in the game only :-)). The trick that you may know is called 'drop'. What the heck is this, man?, you ask. I say: 'a **dropship** full of assholes (units) sneaks through your defense structures and air-attacking units and drops the 'hot stuff' just next to your command center. That way the enemy kills all your **SCVs**. Of course that's very hard strike upon you. This will at least slow you down, if you haven't got any other bases around the map. You surely can bring lots of dropships and finish off the enemy at once. Do what you want...

Science Vessel

Fourth flyer. He is the second one who has no attack. But this unit is not transport. This is the terran's magician. He has 3 great spell (one of which he starts with), hard to kill. He is also detector. Now let's see his definition. Cost 100min, 225gas and 2 SDL. Stats are the following. 200HP, 1 Armour. He has upgrade in 3 levels for defense (standard ones). The **science vessel** also has 2 researches and 1 upgrade for +50 maximum energy points. Research one is EMP shockwave. It costs 200min, 200gas, 100energy available to cast. Research two is Irradiate. It costs 150min, 150gas, 75 energy points to cast. The upgrade for +50 maximum energy costs 150min, 150gas. Now let's look at the **science vessels'** special abilities. They are 3. The 2 researched and 1 from the beginning. Beginning ability is 'Defensive Matrix'. This surrounds the unit with some kind of shield. The shield absorbs damage, and when it gets exhausted it disappears. This will cost you 100 energy. This may prove useful, though I really don't use it, except in case of emergency. Next is 'EMP shockwave'. This can be launched wherever you want. It will remove all units' special energy and all protoss' units plasma shield. I think this isn't good spell too. But I've seen how frequently the computer uses it. You have description of the spell and if you like it you are free to do whatever you want. Last is 'irradiate'. Now this is something you really don't have to miss. This will take up to 200HP from any organic it is cast on. Good, huh? Tactics I won't tell you. Just use the special abilities. Oh, I've just recall something. It's good to cast irradiate on a group of enemy units. As you guess this will kick them all (if they are close enough to one another and are organic). Requires barracks, factory, starport, and science facility. Built at starport.

Battlecruiser

Now this is something fun. The strongest unit in the game. He even has ability. What can I say about him? Strong, powerful, SLOW, VERY SLOW, EXPENSIVE... Shall we start with his price? One battlecruiser cost 400min, 300gas, 8 SDL. Could you ever imagine such thing? But he has 500HP, 3 Armour, 25ground and air damage. What you say? Now let's think a little about him. Pluses are: high damage, many HP and armour cool ability. Minuses are: SLOW, EXPENSIVE. Find the others pluses and minuses by yourself. The **battlecruiser** has standard attack and defense upgrades. He also has 1 upgrade for +50 maximum energy. This costs 150min, 150gas. He has 1 research too. Research for his special ability. 'YAMATO GUN'. The research cost 150min, 150gas. Now that's something fun. Does up to 260-300 damage, cost 150 energy. What is it actually? The **battlecruiser** strikes a big 'something on fire' and this is it. The good is that this 'thing' is launcher from far distance. The bad is that the **battlecruiser** needs time to generate the strike. What kind of advises can I tell you? Just read about the medic. I've written there my tactic. Know only that the **battlecruiser** is good for defense and attack. Very functional unit. But you'll need time till you can build many of them (you're asking why? Just see his price!). A killer unit... Requires barracks, factory, starport with add-on, science facility with physics lab add-on. Boy, what a requirements! Built at starport.

Now this was about the terrans. We proceed with the PROTOSS



Probe

The **probe** is the protoss worker. Just like all other workers he carries minerals and gas to your **Nexus**. He can also warp in new structures without actually being busy. He can attack but I would appreciate if you don't make him do so. If you don't understand me, then bring your **probes** to the battlefield and watch the short bloody battle :-). If you want to buy new **probe**, you won't be disappointed—he costs only 50 minerals and 1 pylon limit (PL). His statistics are: HitPoints (HP): 20; PlasmaShield (PS): 20; PlasmaShieldArmour (PSA): 0 (+3); Armour: 0 (+3); Damage: 5 (+3). The numbers in the brackets show how many points the unit gets from all three levels of the upgrades. Though the **probe** has no upgrades especially for him, he gets points from the primary ones. The primary upgrades are for armour, damage and plasma shield armour. The **probe** has no special abilities at all, so I'll tell you some tactics and we shall proceed with the next unit. The **probe** does not actually build structures. It's most likely to say that they just put the building and wait it to build itself alone. This means that your **probe** is free from building once he has put it on the ground. That way is very popular one tactic. When the game begins, if you know where could be your enemy, bring a **probe** to his base (not so close) and block all the exits from the base with a **Pylon** and **Photon Cannons**. If this don't win the game it will surely slow down the victim. Good, huh?

Zealot

The **zealot** is the primary unit for the protoss. First of all the **zealot** has hand-to-hand attack. He can't attack air units. He has fast attack and very good speed, especially with the upgrade (more for this later). The unit costs 100 minerals and 2 PL. That's very expensive for a primary unit, but it worth the money. The **zealot** has HP: 80; PS: 80; Armour: 1; Damage: 8x2. I say 8x2 because he has 2 blades and each has its own attack. The **zealot** has no special abilities. He has 1 special upgrade for him, though. It costs 150min and 150gas and makes **zealots** the perfect runners. They are may be the fastest protoss ground units with it. A good tactic is the '**zealot** rush'. Because of their inhuman strength (of course, they aren't human beings) they are great for eliminating other players early in the game. Especially if you are playing by 2 (2 teams of 2 men) and if you have enabled the game type which enables you to spend from your friend's money. That way you 2 will gather minerals (**zealots** require only minerals) but only 1 of you will buy **zealots**. This means faster developing of new technologies and so on. If you play alone, however, this tactic will prove to be a little bit hard to fulfil, though you will probably make it out. The **zealot** requires gateway to be built from it. Good luck with them, and always keep in mind that if you are low on minerals they are the perfect concoction of your army.

Dragoon

The **dragoon** is the second unit that is built from the gateway. He can attack air units, and that's the biggest difference between him and the **zealot**. You will see that even their stats are almost the same. If you had a normal childhood probably you'll notice that if the **dragoon** can attack air units it is possible for him to have ranged attack :-). One very important thing to say about his description is that he is very FAT :-). The cost is a little bit more than the **zealot**'s. Only costs 125min, 50gas and 2PL. The stats are 100HP, 80PS, 1Armour and 20Damage. The differences between him and the **zealot** as you now see (if you're not blind) are in the cost (mostly), in the 20HP more, in the ranged and air attack, and a little bit more damage. The **dragoon** has got only the primary upgrades. No other special abilities or upgrades ... ok, ok, you got me he has 1 upgrades only for him. That upgrade increases the shooting range. It costs 150min and 150gas. Now the tips. This fellow is good for defense. If you arrange around your base a dozen of them it will be a good protection. This could be very truth for the second bases of your own. Otherwise in attack they are the perfect unit to add in your cheap, attacking party of **zealots** and **dragoons**. I'm fucking kidding. Of course that's one of the most frequently used attack parties. Just be sure you've got plenty of minerals. Otherwise, 'Forget About Dre'.

High Templar

The **High Templar** can't attack any kind of units, because he has no attacking skill, he is spell caster. His movement speed is very slow. But, if you stop thinking about these very bad things about him, you will find one, of the most useful spell casters in the game. First the cost of the **High Templar** is 50min, 150gas and 2PL. His stats are very poor-40HP, 40PS, 0Armour, No Damage. But I still say that the unit is useful! The upgrades are for his spells and the primary upgrades for his stats. There is 1 more upgrade. For +50 max energy, and it costs 150min and 150gas. So, here we are with the spells. The only ability he has is to warp in **archon**. To do this you must have 2 templars, then select both of them and click on the ability. This is good and if you want to see if it's worth doing it, read about the archon. The **high templar** has no other start up abilities or spells. Sorry, you'll have to upgrade! The first and most stupid (for me) is hallucination, the research of which costs 150min and 150gas. After the research is ready you will be able to use this ability on a unit of yours and then you'll get 2 clones of the selected unit. Don't be happy! These clones can attack, but they will not do any damage. They will die normal however. The only positive thing about them is to make some, then send them on attack. The enemy will attack them, and if you bring real units the sucker will kill the clones while you are taking him down! The second option is to make clones of fast units and then use them as scouts. The ability requires 100 energy. Enough of this. The last ability is the 'Psionic Storm'. Now, that's very strategic ability it makes a field in which fall lightings which damage every unit in the game who is in the field! The only non-damaged things are the buildings. The research costs 200min and 200gas. It will take 75 energy to cast and if the unit stays the whole session of falling lightings in the field, it will make about 130 damage. Tip: Use Psionic Storm.

Dark Templar

The **Dark Templar** is invisible unit that attacks only ground units. His attack speed is poor, but the damage he does is really nice. His movement speed is average. One very good thing about him is that he is permanently cloaked. That means that there is no limit of energy while he is cloaked, and that saves you the time of checking how many energy has he left and so on shit like it is like the rest of the cloak-able units. His cost is 125min, 100gas and 2PL. Yes, that's really expensive but you'll see he worth the money you invest in him! His stats are also not quite good - 80HP, 40PS, 1Armour, 40Damage. The really nice thing is that for each of the 3-leveled upgrades for damage you get 3 points. That's good cause a fully upgraded **dark templar** has a damage of 49points. And with that the good things about him are finished. No spells, abilities or special upgrades, no nothing! The only ability is actually a thing that the **high templar** also has. This ability is enabled when you select 2 or more **dark templars**. *"Only then can you clear the way to the final battle..."* You are able to merge/compile 2 **dark templars** into 1 **dark archon** for whom you may read 2 paragraphs below. The costs for these primary (war) upgrades you already know. Nothing else to be known, except some nice tactics. Have you ever heard of **"dark templar drop"**? Well, this is probably most useful. *"To do it, use the cube as you would a scroll..."* You must be very fast or this will have no effect. Most people build their primary defenses on the way out of the starting base. That's why if you are fast enough to make a transport **shuttle** with 1-2 **dark templars** in it you will succeed. Move the **shuttle** to your enemy's base, BUT be careful not to engage his defense forces. Go DIRECTLY to his workers and the mineral field. Then just drop the **dark templars** and watch nice, short and bloody action. Eventually send back up for your forces or just simply get them out of there. Send all your units to attack him now, and if you don't manage to eliminate him once and for all, then he will at least be brought back to the Stone Age!

Archon

This is a BALL of LIGHT. This is the shortest description for the **archon**. Good movement, normal attack speed. Attacks both ground and air units. Very good damage, but very little HP. His stats are 10HP, 350PS, 0Armour, 30Damage with multiplier of 3. As you see he is consisted mostly of his plasma shield. That's where you can use your Shield Battery building for recovering his PS points. He doesn't have any direct cost, except 4PL. As a matter of fact you need 2 **high templars** to merge in him, so that's the indirect cost. This unit is typical warrior - lot's of HP or PS, very good damage and no spells or abilities. Now about the hints. A bad thing about the **archon** is that he can easily be killed if you play as terran and use your **science vessel's** ability EMP shockwave. By casting this you will remove the whole PS he has and then even a **SCV** can kill him (10HP only). That's the bad thing, but with that all the bad things are gone! You have brand new 350PS-ed unit with a damage of 39(upgrade!). Killer of anything that moves. He is more frequently used than the **dark templar** because he can attack air units as well. Nice tactics is to make 2-3 dozens of archons and send them to attack the enemy base. Probably he will NOT survive this "siege". The other useful thing you can do is keep at your defense line some archons (5-6) with a Shield Battery behind them. Along with **reavers** and photon cannons this kind of defense will not be taken so easy. Nothing else, huh?

Dark Archon

The **dark archon** is spell caster. He has no attack, just like the **high templar**, and just like him he also has some killer-spells. His magicz are really nice. The **dark archon** looks like the ordinary **archon**, but he is coloured in red. Just like the archon he has more trust in his PS than in his HP. But what are his stats? Sort of this: 25HP, 200PS, 1Armour, NoDamage. The **dark archon** is an expensive person. To build such magician you'll need to combine 2 **dark templars**. Probably you've read about their cost! Except the cost of the 2 young templars, you'll also need 4 PL. What upgrades does he have? First

of all the primary upgrades for armour and PS-armour are used by him. Secondly he has upgrades for his other 2 spells (1 is given to him as starting/default) and for +50 max energy points. Anyway, let's first start with his spells. The first spell that is controlled by the **dark archon** is <FEEDBACK>. This spell could be cast only on enemy spell casters (units that have energy/mana). With one word - the spell removes all energy and a number of HP that is equal to the taken energy. This means that the spell can kill a unit if his HP is lower than his energy. Useful on ghosts and other such units. Costs 50 energy to cast. The second spell is <MIND CONTROL>. Now that is why I adore the **dark archon**. This spell must be researched for 200min and 200gas, and then by the cost of 150 energy it **MUST** be used. With a word - converts an enemy unit at your command. Useful on big shit like: **battle cruisers**, **carriers**, **guardians** and **WORKERS**. Yes that's right! If you get an enemy worker you could build his base and ... that means that if you play with protoss you can play with all the other races by the middle of the game. The third spell is <MAELSTORM>. It costs 100min, 100gas and 100 energy. Paralyzes every organic unit in a small field. Useful if your foe is zerg. I told you some tactics, and here is another one. If you are attacking an enemy secondary base, you can steal one worker instead of killing him, can't you?

Reaver

The **reaver** is ground unit with great attack damage only for other ground units. He is most likely to be compared to the siege tank. The protoss have 2 units, which require from you to spend some money either for ammunitions or anything else (later WHAT!) :-). The **reaver** wants from you to buy him <bullets>. He has a maximum of 5 bullets and for that he may attack only 5 units before you reload him. Mostly used as defender of your bases, he could also be great attacker (ever heard of <Reaver Drop>). His movement speed is really slow (probably the slowest in the whole game). His stats are fare - 100HP, 80PS, 0Armour, 100Damage. His cost is a little expensive -- 200min, 100gas, 2PS. The primary upgrades for armour and PS-armour are used. But the upgrade for damage is NOT used. The **reaver** has his own upgrade for damage. This costs 200min and 200gas. The other upgrade is for maximum capacity. It allows the **reaver** to carry up to 10 scarabs (BTW this is the name of his <bullets>). This also costs 200min and 200gas. Well, what can I say? If you want to play with **reavers** you should upgrade! You may also build some transport **shuttles** to help your **reavers** move around. Now I'll tell you more about <Reaver Drop>. It's simple. Develop your base as fast as you can. Get the fastest way to the technology of **reavers**. I won't tell you the tech-line, get it alone. So, once you have at least 2 reavers (without upgrades, cause this will extra slow you down), and 1 **shuttle** get them in it afterwards find the enemy and drop them at the middle of his base (where his workers are). If this don't eliminate the enemy then probably you were too slow or the map was big or you haven't found him really fast. This is it. This tactic will be mostly successful if you play either on small map or know the map (and the location of the enemy). Nothing more to talk about. Success!

Observer

The **Observer** is spying unit, which has no attacking ability. He can only fly over the map to reveal and detect the terrain. The special about him is that he is permanently cloaked. This is really cool, though he is too low on HP. His stats are 40HP, 20PS, 0Armour and NO Damage. The **observer** is not so expensive - 25min, 75gas and 1PL. It is always a good idea to keep some around the map, and always one with your attacking group. Even though the **observer** is not so important unit, he still has 2 really <improving> upgrades. Let's start with the first one. It is for faster movement. Its cost is of 150min and 150gas. I suggest you research this upgrade first. It really improves greatly the speed of the **observer**. The second <passive> upgrade is for better sight. Now probably many of you will say that this is more needed research to be made. Yes, you're right, but how would you like your attacking group gets to the enemy base and when the battle is over (won by enemy **lurkers**) your <glorious> **observer** approach. Now, don't get me wrong. Get the point - better faster and with lower sight, than slower with greater sight. I let you decide for yourselves. The cost of the second upgrade, anyway, is 150min and 150 gas. No matter what, you **MUST** have the 2 upgrades at the middle of the game they are really important ones. By researching the primary upgrades your **observers** will get extra points for air armour and plasma shield armour. **Observers** are used tactical for revealing your map. You didn't know that, did you? :-)

Shuttle

This is the transport ship of the Protoss. Like all other transport units the **shuttle** cannot attack. It is flying unit and has upgrade to boost its speed, but we'll talk about that later. The **shuttle** is really low in HP, so you'd better be careful when carrying units in it. **Shuttle's** stats are 80HP, 60PS, 1Armour and NO Damage. The cost is a little expensive, though - 200min and 1 PL. It is always a good idea to have at least one **shuttle** for quick back attacks or escapes or whatever else you wish. By researching the primary upgrades your **shuttle** gets extra points for air armour and plasma shield. The **shuttle**, however, has 1 extra upgrade, that is researched at the Robotics Support Bay. This upgrade is called Gravitic Drive and costs 200min and 200gas. It actually increases the **shuttle's** movement speed. This is very important if you prefer playing with back attacks and quick escapes and so on. Only one sentence is required to be said for the **shuttle** - without it no quick attacks and/or drops would be available, so always be sure to buy one and upgrade its speed.

Scout

This unit is used for quick mega rushes, but only sometimes. That's probably because of its weakness. Don't get me wrong, but sometimes it's better to buy a couple of expensive and strong ships like **carriers**, than twice more cheap and weak ships like the **scouts**. Anyway, the **scout** may prove worthy sometimes, so his stats are 150HP, 100PS, 0Armour and

8ground/14air Damage. This almost good stats have the respective cost - 275min, 125gas and 3PL. The **scout's** primary upgrades care for his attacking damage and defensive armour and plasma shield. This ship, however, has 2 other important upgrades - for faster movement (very important) and for increased sight radius (not so important if you bring along your ships an **observer**). The faster movement upgrade is called *Gravitic Thrusters* and costs 200min and 200gas. The other is called *Apial Sensors* and costs 100min and 100gas. As you can see this time the upgrade that is told to be better is more expensive than that which is told to be of lesser use. This is not always truth, however. Remember that! Both upgrades are researched at the Fleet Beacon. There is only one, but primary tactic that uses **scouts**. I assume you've ever heard of <MIDGAME RUSH>. This is when you built lots o' ships and attack. Simple, heh?

Corsair

That's the next flyer. Available only in the expansion this ship is what the **Valkyrie** should have been. With only one word this ship has only air attack but has a special ability. But let's first look at the **corsair's** stats and cost. 100HP, 80PS, 1Armour and 5Damage per blast (blast speed is really great) isn't so bad. But at the cost of 150min, 100gas, 2PL is almost perfect deal. Anyway, as you probably know the **corsair** receives extra damage, armor and plasma shield from the primary upgrades. The only 2 other upgrades are for his special ability and extra 50 max energy. The upgrade for the ability is called *Disruption Web* and costs 200min and 200gas. A bit later we'll talk about that ability and its strategic use. The upgrade for + 50 max energy is a MUST for all spell casters. Called *Argus Jewel* and at the cost of 100min and 100gas, this is one of the sure-to-be-done upgrades. Let's assume you have a **corsair** with both upgrades done and at the max energy of 250. Without the +50 max energy one, the **corsair** wouldn't be able to cast *Disruption Web* twice, but with it ... well, he does. This is really important, because the *Disruption Web* costs 125 energy points to the caster. The upgrade is being cast at the ground and every unit that is under the web cannot. This could be used the way you want. Just use your imagination. Either for defense or attack it's useful both ways. Probably this skill's the reason why you should always keep at least 2-3 **corsairs** at your base.

Carrier

This RULEZ!!! Kind of like the **battlecruiser** does. This is the most powerful protoss air unit. Mostly used for the so-called big attacks. This is when you build at least a dozen of **carriers**, then attack and eliminate the enemy. Very powerful tactic, almost no one could resist it. But enough of this crap. Let's see the stats and cost first. I guess 300HP, 150PS, 4Armour, and 6Damage per Interceptor (8 interceptors per carrier with the upgrade) is really a good deal, no matter the cost of 350min, 250gas, 6PL. The unit has no special abilities, but believe me he needs them not. Except the primary upgrades for attack, defense and plasma shield the **carrier** has only one upgrade, which allows him to increase the number of interceptors, which every **carrier** can carry. Every **carrier** you buy cannot attack until you construct him at least 1 interceptor. The bigger the number of interceptors, the faster you destroy targets. The interceptors, however, are cheap and quickly constructed. What tactics can I say? It's up to you to think. As a matter of fact, with enough **carriers** at your side, every single battle can easily be won. Just be sure to build lots of them plus to combine them with **scouts** and **corsairs** of their faster attack speed than that of the simple interceptor.

Arbiter

This is really unique unit. Sorry, but I can't tell you are good protoss player if you don't use **arbiters**. Why is this so? The **arbiter** can attack both ground and air units but this isn't what makes him ultra cool. His special abilities do. Although the **arbiter** is far too expensive, it's worth having at least 3-4 in your base in mid game playtime. He costs 100min, 350gas and 4PL. For this money you receive unit with 200HP, 150PS, 1Armour and 10Damage. As you can see this SUXz! You will enjoy the invisibility of all the units near your **arbiter**, however. Even another **arbiter** can never cloak the **arbiter**, but he can cloak all near by units (both ground and air). And all this is just passive ability! Of course all the primary upgrades are useful for the **arbiter**, too. He has 3 more upgrades though. The **arbiter** has 2 special abilities and both need to be researched. <Khaydarin core> is the name of the one that adds +50 max energy at the cost of 150min and 150gas. The first ability is <Stasis Field>. His cost of 150min and 150gas for the research and 100 energy points to be cast. In a small radius all the units near the target become frozen and cannot attack, move or do anything else, but can't be killed too. Very useful! There are many tactics (just keep experimenting). Called <Recall> and at the cost of 150min and 150gas this could be yours. Imagine your **arbiter** scouts the map and encounters enemies (or finds the enemy base) and then at the cost of 150 energy the **arbiter** chooses location from which he recalls the units to the place he currently is in. There are so MANY, MANY tactics that can be used with this ability. Just think. I will tell you only one, as for reward for all your reading. If your units are in the enemy base and suddenly the thing turn and you begin to lose your units one by one, then all you need to do is recall them with an arbiter outside the base...

Final thoughts by the author...

Now this was about the protoss. Many thanks to all my friends: Boncho, Plamen and all guys from my class. I hope you liked it. Something you may know - all prices are from version 1.09 for Brood War. Noting to worry about. Just PLAY it :-))

Last notes by the author. You liked it, didn't you? As a matter of fact this is one of the first FAQs I have ever written on PC. Whatever! I'm doing it for FANS. Or as they say: 'By fans for fans'. So long people and, *'may the light protect you!'*

Most of the phrases in italic are from diablo1 (or any other Blizzard game ;-)). As final thing I want to tell you that Blizzard has always been one of my most favourite game companies. I love Warcraft 2 and anxiously await Warcraft III. I adore Diablo and play with honour Diablo II (still waiting for the expansion set). And I am crazy about StarCraft and Expansion set: Brood War. I purely pray for StarCraft 2. I really want one day to become part of this company-legend. But as you know I'm too young... for now...

Sszark,03.II.2001