Protoss guide starcraft 1

Continue

Terran Review is primarily a species built for strong defense, while Protoss are built for the highest power. If you're hoping to beat an opponent with a defensive edge, you'll need to overpower them offensively. If you can't keep up the pressure on your Terran opponent, you'll often have to face well-fortified expansions and enemy bases that are hard to break through, and if they bring that defensive front into your door, preventing you from expanding or scouting, all your better power won't be able to overcome the disadvantages of resource production. Zealot Rush vs. Marine Rush As is typical in most games, the first few minutes of the game will most likely involve shoots. Protoss Zealots can easily defeat the Terran Marines (they can take two Marines for each zealot), but with the cost and time difference of construction between the two units, the Zealots must be wary of much numbers. When engaging, try to avoid grouping all the zealots and commanding them to attack one marine, as this will most likely cause your zealots to wander around each other in an attempt to circle around to reach their target, while other enemy marines receive free hits from afar. Instead, you should use the Attack-Move command in large use so that your zealots quickly attack the nearest Marine enemy. If you decide to invade with the Zealot Surge, keep an eye out for bunkers filled with marines. Once in bunkers, it's the Marines who hold the upper hand with fewer. If you want to face the bunkers directly, make sure you bring enough zealots (about 2 zealots for each marine in the bunker) to quickly take it off and then kill the marines inside. If your terran enemy builds bunkers away from their actual mining operation, use the static bunker position as you walk past, ignoring the damage they deal along the way and directly attack the mining STV. With this type of movement, make sure you are only using the Move Command and not Attack-Move as you head to terran base or you may find that its zealots are torn apart by sea fire while they try to bang on bunkers. In case your opponent has built their bunkers near the command center and scv, the best solution is to retreat and wait until you have enough zealots or more advanced units to overwhelm the enemy. Sneak Attack One of Terran's main weaknesses is the lack of mobile dectection at the start of the game. If you can get the Dark Templars early enough, you should be able to easily enter the terran base and quickly raze buildings and destroy units. There are only two things to watch out for when using the Dark Templar's early attack, and these are the ComSat Station Scanner Sweep (which will reveal the Dark Templar in area for a short time) and the Rocket Tower (which provide static static Like photon guns, except that they are not able to hit ground targets.) Scanner Sweep has a limited detection range and can only be used if the ComSat has accumulated enough power. If this is all terran detection has when invading with the Dark Templar, try forcing the use of scanner sweep through a quick single hit and run with the Dark Templar. I hope this will cause terran to use the Scanner Sweep over their base, but with the Dark Templar also out of the way, revealing nothing. Try this a few more times until you are sure that the power reserves at ComSat have been exhausted, then enter and quickly destroy the ComSat station and then proceed to eliminate the enemy. In the case of rocket towers, it may be necessary to exercise greater caution, especially if there is more than one around. Like zealots against bunkers, you can try to quickly bypass the ability to detect rocket turrets, but if there are bunkers filled with marines nearby, you may want to retreat and wait for a later opportunity to use the dark Templars. If there are only one or two rocket turrets guarding the area, and if you have enough Dark Tempar, quickly destroy the detectors and once again will be protected in your cloaking skills as you proceed to level the enemy. In case Terran has both rocket turrets and ComSat defending his base, you probably won't just want to enter the dark Templar base. Instead, look for air defense gaps and continue to fall from behind with a shuttle and dark Templars to put an end to enemy resources. Siege tank support The strongest threat from Terran is in the form of a Terran Siege Tank. These awesome weapons have a staggering attack range, and if there are enough, they can suppress almost any Protoss ground power. It is best probably with Zealots that have been upgraded with leg upgrades (speed upgrade). Because siege tanks cannot fire side by side in siege mode, Zelot can attack with impunity if they can taste the tanks. If several tanks have spread, split zelot forces into smaller groups and send each group to a different siege tank. This will help not only speed up the process of destroying tanks, but also with many threats, tanks can be tricked into shooting at enemy zealots, causing massive damage against each other (due to their type of explosive damage and large size). However, this tactic will generally only work against siege tanks in the field lightly defended by marines or firefighters, etc. If your opponent has built a significant blockade using tanks to handle bunkers and towers situation becomes much more complex. It will be best to overwhelm the blockade with 4+ Carrier Carriers if there are Goliaths or air unit support nearby). First, aim at any rocket towers and drive away nearby science ships, and you can give each Dark Templar a chance to destroy the ground base blockade. Avoid using the High Templars and Psionic Storm against this kind of enhanced defense, as not only will the siege tank be able to fire at the High Templars before it can use Psionic Storm, but it will also be useless against bunkers and rocket turrets. In this last match, against locks, look for holes in the base defense and use the offensive summon to quickly overwhelm. This will give your ground units the advantage of being able to reach siege tanks without damaging the normal ground-based approach, and give you quick access to what the blockade protects, whether it's the main base or expansion. Terran Science Vessels are probably the biggest threat to protoss players. Not only do they serve as mobile detectors, but they also have three key special abilities that can cause huge confusion: EMP Shockwave, Irradiate, and Defensive Matrix. Emp Shockwave in particular can be deadly to protoss, because not only can the energy discharged from key units such as the High Templars, Arbiter and Dark Archon, but it also instantly depletes plasma shields from each Protoss unit and builds within its range of action. As a protoss player, you'll have to keep an eye on them and hunt them with Scouts, Corsicers, or other possible means when you see them. The Terran Battlecruiser battlecruiser is probably the closest to the final craft as you'll find in StarCraft, and as such you should always keep an eye on collecting a fleet of line cruisers. There are several ways you can deal with them and they require a lot of micro-management as well as full attention when facing them. First of all, they are slow and, as such, are good targets for psionic storms. While Psionic Storm won't destroy them in a single use, it will help reduce their huge amount of HP. If you give battle cruisers the opportunity to return to base or upgrade for repair, you're essentially wasting your time against them. You can also use hallucinated aircraft carriers or arbitrators to help remove linear cruisers from balance while keeping warm from real units, and you should concentrate all your firepower on one line cruiser at a time during an attack. This will help you reduce their number faster and by killing them quickly, you will find yourself with less worry about later in the game. However, if you know that your with Terran will build massive battle cruisers, it is best to get as many Dark Archons as possible mind control. With mind control, you can gain the incredible power of a cruiser for your own use, and if you have enough Dark Archons at hand, you can capture the entire fleet within a few heartbeats. Online Privacy Policy Battle.net Blizzard Entertainment's ©2019 Terms of Use. All rights reserved. The following 73 pages are in this category, with 73 in total. The following article lists all relevant build orders and strategies for protoss. To learn more about strategies in general, see also Strategy Overview To find an overview of protoss beginner strategies, see also Category: Protoss Strategy for Beginners symbol stands for beginner friendly and important articles. General Information [edit] Enigmatic protoss has access to powerful and diverse units, from simple but solid early-game units to quick flyers, hidden damage dealers, long-range siege units, and destructive sorcerers. All protoss units have an energy shield, acting as a buffer through which the enemy must break through before damaging their real health pool, making the protoss army more permanent compared to terrans or zerg. However, Protoss units are individually more expensive, slower and longer than their rival races, which encourages protoss to effectively control their units and inflict as much damage as possible before they are released. A well-executed attack requires a lot of preparation and strategy for protoss, because a slower protoss army speed can make it difficult to strengthen and withdraw. Because of this slow speed, Protos can use the potential of harassing units such as the Dark Templar, Shuttle and Reaver, or Corsair to confuse and spread the forces of their opponents to multiple locations at once. The Protoss Army allows for a variety of builds and strategies, enhanced in effectiveness by the micro-management skills of Protoss himself. The following table lists general strategies (guides), specific openings (build orders), and other related articles. Building Placement and Macromanagement [edit] Protoss macro management is relatively similar to Terran base management. Both races can produce personnel (scv and probes respectively) and combat units from different structures (Command Center and Nexus respectively) and additionally study upgrades in technological buildings or add-ons. Compared to zerg, the basic logic is easier to understand. Protoss in most cases does not have to decide whether probes should be produced. Unless otherwise stated, protoss will always continuously produce employees throughout the game. Overflow of employees on one Nexus will most often be transferred manually to the newly built extension Slide). However, the placement of the building, often also referred to as Sim City, plays a greater role for Protoss Protoss players it does this for other races. All buildings except the Nexus and Assimilator must be powered by pylons. Each Pylon creates an energy field around it where buildings can be warped. This has several consequences. First, a single Pylon that powers important buildings, especially a Photon Cannon or Gate, can become an enemy priority target. If pylon is lost, buildings cannot be used for modernization studies or for unit trains. One Pylon supplying many key buildings is often referred to as Artosis Pylon. Secondly, Gates and Robotics Devices have always spawned newly trained units at their lower exit. This is especially important if buildings have been warped as groups or clusters. Dragoons in particular often get stuck between pylons and gates and thus can't leave the base anymore. This fact can be abused by Protoss players to build the so-called Pylon prison. Although Protoss only needs a few keyboard shortcuts to support the army, its keys should be used with caution. When creating gateways in clusters, only one shortcut may be needed for faster unit training. External links[edit] Discussion of shortcut keys Discussion Teamliquid Forum discussion on hotkey protoss configure references [edit] References [edit]