

# **SAMPLE**

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# Securing Your Expansion

This strategy is suitable for all Races, all leagues and all game types, so it is worth learning early. Securing expansions in Starcraft 2 is ultimately how you will gain an economic advantage, which in turn will secure your progression through the leagues. Timing however is the key to expanding otherwise your opponent will attack while it is still vulnerable, destroying any potential advantage that you may have gained.

The key to successful expansion is to act in one of two ways.

Your first option is to scout your opponent to ensure that they are not planning to be aggressive or attack in the short term. You can determine this by seeing how many unit producing buildings they have constructed, (or in the case of a Zerg player, how early their Spawning Pool is built) and how many workers they have established. Simply put, the greater the unit production buildings and fewer workers they have, the more aggressive you can expect your opponent to be. So should they be unaggressive at this point you can expand early.

This type of scouting will only work early in the game, as your opponent will start to develop lots of unit production buildings and workers as the game progresses.

The second option is to attack or distract your opponent while you secure your expansion. For example if you are a Zerg player, send a group of Mutalisks to the back of the enemy's base and start attacking their workers. As soon as any resistance comes to defend your attack, pull the Mutalisks out and attack a different part of the base. Keep repeating the tactic to occupy your opponent while you build your Hatchery at the expansion. The Mutalisks are unlikely to do any serious damage, but if they allow the safe development of your expansion they have served their purpose.

Should you find that your opponent is taking a long time trying to counter your harassment, keep the advantage going by building defenses at the expansion.

In summary, make your expansion by either tempting your opponent to play defensively or by encourage the continuation of their defensive play, then utilize the time to establish and then secure your expansion.

# Colossus Build



## Overview:

Colossi are perfect for users with a middle level of skill and are especially effective against a player who decides to wall in their base early. It will work in all leagues on 1v1 gameplay but if playing it in the higher leagues make sure to get out an expansion to give yourself the extra economy you will need to support a more sustained attack.

## Build Order:

- 9 – Pylon
- 10 – Forge
- 12 – Gateway
- 14 – Photon Cannon(s)
- 16 – Pylon
- 16 – Assimilator
- 16 – Cybernetics Core
- 18 – Assimilator

- 20 – Robotics Facility

### **Preparation:**

1. Block all entries to your base with your early buildings in case of an early attack. Because Colossi require a Robotics Facility, it will take a fair amount of resources and time, so you will need to ensure that you are protected during your build. Do an early scout to learn where your opponent is and what they are doing.
2. When your Assimilators are finished get three Probes onto them. Each Colossus require 200 gas to build, plus you will want an Observer after your Robotics facility is finished and it also requires 100 gas, so you want to max out your supply.
3. Build your Robotics Bay and start gathering Colossi. While this is occurring send your Observer to do a scout and then position it at the bottom of the enemy's ramp. This way you will be provided with good information about your opponent's strategy, including what sort of army they are massing.
4. Research Extended Thermal Lances so to increase the range of your Colossi. This will allow them to attack from a greater distance.
5. Build a second Gateway and from this one mass another type of unit. Which unit this is will depend on what your opponent is doing, which is why your Observer is so important. If they are massing Mutalisks, Reapers or Void Rays, then go with Stalkers, but if they have a strong Zergling or Marauder army, depending on their race, you would need to go with something else.

### **Execution:**

When you have a small army, which consists of up to two to three Colossi and a group of your favored other unit or units, attack your opponent by sending the Colossi around the side of the

base and climb up the side of the cliff. Send the rest of your army up into their base; this will make your opponent second guess their attack. They will first send their army over to stop your Colossi, and leave the base open to attack by your other units. If they stay at the front of the base, then use your Colossi to do as much damage as possible. Either way to combat you they will need to split their army.

You can pull this attack off with as little as two Colossi, but keep sending anything new that you build over to assist. Micro your Colossi to ensure you get maximum value out of them.

## 2 Base MMM



Send all your units, the Medivacs should be full. When you get to your opponent's base, send the Medivacs around the back so they can drop their troops onto the mineral line while the rest of the forces attack the front of the base.

### Overview:

A great strategy for beginners and medium level players of Starcraft 2, this strategy starts by walling in and then expanding for an aggressive attack. It will work in all levels of the game and all game types if implemented correctly.

### Build Order:

- 9 – Supply Depot
- 11 – Barracks
- 15 – Command Center
- 18 – Supply Depot

- 18 – Refinery

### **Preparation:**

1. Start with your typical Supply Depot and Barracks placement to wall off your base entrance. Bunkers are okay, but only if you think you might get rushed soon – otherwise a simple wall is plenty.
2. Once you have everything secured, start creating a new Command Center – we’re going to fly it out to the expansion. As soon as that Command Center is done, we’ll send it to the new expansion, with a small number of marines nearby to watch over any potential attacks.
3. Once you reach the new base, get some SCVs to work and then create a new Barracks, complete with Reactor – keep pumping out Marines the whole time. You can create as many Barracks as you want (I like to have at least two, but three is good too). Get some Marauders coming too.
4. Finally, put some Starports in and start building Medivacs so you have a full MMM complement when it’s time to attack.

### **Execution:**

Load all your Marines and Marauders into your Medivacs then send them over to your opponent’s base. Fly them around the side of the base so that your opponent doesn’t see them coming then drop all your troops behind their defenses.

With the back distracted, send in some forces to the front end of the base to throw them off. You can now squeeze them in from both sides, assuming they didn't put some internal defenses in place to protect the middle of their base (watch for Photon Cannons and Spinecrawlers).

# High Templar Drop (against Terran)

## Overview:

This is an excellent technique to use against a Terran player who goes for a heavy infantry build, as the High Templar's Psionic Storm ability can cut Biological units to shreds. It works best in 1v1 games but can be used successfully in all leagues to Diamond.

Using Warp Prisms, this build focuses on getting a Robotics Facility for an early Observer (to make sure your opponent is going for a Marine/ Marauder build), and then getting a Twilight Council so you can get the Templar Archive. In this build you should Chrono Boost all of your High Templar research, as well as your Warp Gate research.

## Build Order:

- 9 – Pylon
- 12 – Gateway
- 13 – Assimilator
- 16 – Cybernetics Core
- 16 – Assimilator
- 20 – Robotics Facility
- 22 – Gateway
- 24 – Gateway
- 24 – Twilight Council

## Preparation:

1. Follow the build order and Research Warp Gates as soon as the Cybernetics Core is complete.
2. When the Robotics Facility is done create an Observer, send this to observe what your opponent is doing. From here follow the build order loosely as each game will be different. Just follow the order as opposed to trying to crank out the buildings exactly on this supply guide.
3. Build whatever units are required to combat what your Observer has seen.
4. When the Twilight Council is complete research Charge if you are able. It is not urgent though, so if you have been warping in more Stalkers than Zealots then research Blink. However Stalkers are not good against a Terran Marine / Marauder build, so stick with Zealots and High Templar if that is what your opponent is making.
5. When your Templar Archive has finished, start making a Warp Prism and Warping in High Templars. Make sure you Chrono Boost Psionic Storm and the Energy upgrade. Once you have the Energy upgrade, the High Templars warp in with just enough energy to cast Psionic Storm making them a much more reactionary unit.

**Execution:**

Once you have two High Templar and your Warp Prism, load the High Templar into the Warp Prism and send them to the back of your enemy's main base.

Drop the High Templar at the back of your opponent's mineral line and cast Psionic Storm on all of the SCVs. While doing this, put your Warp Prism into Phasing Mode and warp in some more High Templar and Zealots.

Back at your base it is probably a good idea to make another Gateway and grab your natural expansion as your opponent will be unlikely to attack while their base is under such immense pressure.

When your forces that are in your enemy's base start getting overwhelmed, pick up as many units as you can with the Warp Prism and retreat. You have inflicted a lot of damage with minimal losses and are in a strong position to win the game. However be aware that a counter attack is likely to be imminent as your opponent is forced to attack while the armies are still at a similar size. To ensure that you are ready for this, warp more units back to your base to defend against this probable push.

When you have finished defending the push or if it doesn't come, warp more High Templars and Zealots and attack again. This should be the end of the game as your opponent will have been focusing on replenishing their SCVs rather than making more units, which means if you act quickly you can take them all out again and the remaining buildings.