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Subject: Re: Epic StarCraft II Discussion

Posted by [Dover](#) on Fri, 03 Sep 2010 21:57:55 GMT

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The Protoss missions aren't meant to be played all at once, I guess. If you look at them from the archives they're scattered about. Still from a meta-game perspective it's best to do them one after the other, since they give you Zerg/Protoss research without advancing the main plot.

I built six additional gateways at the onset for a total of eight. I found that with that number, I'm able to wall off all three sides before the first hybrid arrive and before there's too much damage to my cannons. After my DT walls are complete I build up to 3 forge 2 cybercores for the quickest possible upgrading. I actually don't use the gateways too much after that, since any excess minerals get dumped into cannons so I can save my supply limit for carriers/VRs. I also built a number of additional probes. I don't remember how many extra, but however many it takes to get up to optimal mining.

My airfleet went down with my front. After Artanis arrives, I pull everything back from the front and cannon up my high ground with colossi in the back, and the airforce patrolling between both entrances. Pheonix make pretty quick work of any overseers, and that leaves everybody else free to wreck havoc under the mothership's cloak. Unlike in BW, the cloak works on buildings too, so the hydra enemy doesn't even advance half the time. They just sit around dumbfounded.

Keep practicing. You'll get it. My first attempt I had no idea what I was doing and ended up getting only 500 kills or so, with only Zeratul running around blinking away from overseers. It wasn't pretty. :[

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