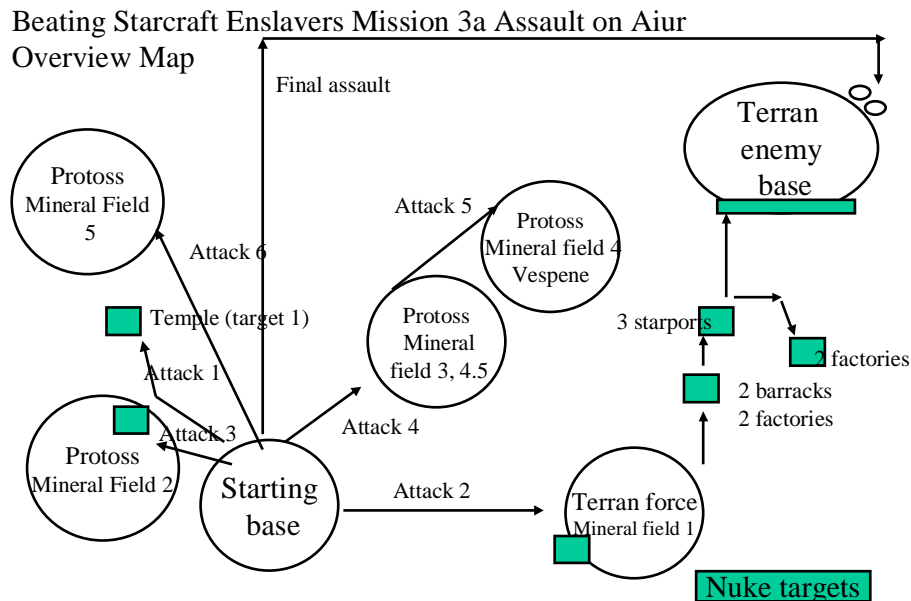


How to beat Starcraft Enslavers Mission 3a: Assault on Aiur without cheating ;-)

To play: Launch starcraft, select Play Custom>Campaign>Enslavers3a

(how I did it)... by Kevin Venator



Initial game stages

1. Establish strong defenses at each opening including 2-3 bunkers (w/marines), 3-4 siege tanks and 2-3 missile turrets at each opening.
2. Build a ring of additional missile turrets by placing one periodically within the perimeter formed by the terrain. Build a couple of additional bunkers inside the perimeter (2 on the left and one on the right to fend off air attacks).
3. Build some wraiths to provide air cover over openings
4. Build 2 science facilities (first - 1 w/covert ops, later 1 w/ physics lab)
5. Build a couple of science vessels to place near openings (can be used to protect defenses and reveal cloaked ghosts trying to nuke you)
6. 5 or so battle cruisers with yamato guns
7. 8 or so siege tanks
8. Numerous marines and ghosts
9. Place a couple of lockdown enabled, energy improved, ocular range increased ghosts at each opening and have plenty in reserve to send nukes. Create a number of ghosts with lockdown as quickly as possible. Place a couple at each opening with the intent of locking down any battlecruisers, protoss blimps, siege tanks etc.
10. Improve vehicle and ship weapons and armor along the way. Try to max these out without compromising your offensive capabilities.
11. Build a nuke

General tips

12. Every time you're being attacked, slow the game down immediately by pressing the (-) sign a bunch of times, you may speed it back up later (+).

13. Slowing the game down enables you to issue commands to organize defenses against attacks (e.g. send several different ghosts to lockdown different airborne threats)
14. Save the game frequently... especially before any offensive actions, after successful defensive stands and immediately upon hearing that the enemy has launched a nuke (this will let you look around (with SV's or comsat scans) and find it and go back to a saved version if it took you too long).
15. Escort offensive moves with an SV. Cloaked ghosts may lockdown your forces and shoot away without resistance. SV's can protect vessels and reveal ghosts for others to shoot at.
16. Move in force with 2-3 battle cruisers as air cover.
17. Keep scv's gathering vespene from deleted geysers. The flow is slower but still steady.

The intent of the first stage of the game is to rapidly build an offensive force.

Destroying the temple

18. Destroy the temple as soon as possible. This is your most immediate goal
19. Destroying the temple prevents any further expansion of the Protoss forces. Failure to destroy the temple will result in an overpowering protoss enemy.
20. Send alternating battle cruisers to approx 10 o'clock from the top base opening. Use yamato guns to clear a path for cloaked, ghosts to the bridge. Protect the cruiser with a defensive matrix.
21. Send a cloaked ghost over the bridge and again to about 10 o'clock from the top of the bridge to w/in site of the temple
22. Nuke the temple twice
23. Leave the other protoss forces alone for now

Going on the slow & steady offensive

24. While still on your original supply of minerals and vespene, build another nuke and send a cloaked ghost to the right and nuke the Terran bunker
25. Leave the ghost there, build another nuke and nuke the factory while gathering forces as noted below
26. Gather forces including 3-4 battle cruisers, 4-5 siege tanks, a couple of scv's to fix damaged ships/vehicles, a few trailing ghosts to lockdown any attacking battle cruisers, 10 marines, a few goliaths etc and launch an offensive to the right against the terrans. Go slow, leap frog siege tanks escorted by marines, battle cruisers and the scv's and SV. Wipe out everything on this side of the bridge.
27. Don't advance across the bridge.
28. Build a new base by the mineral field
29. Build a bunker and missile turret near the base of the bridge and leave forces there while you gather all the minerals that remain in the nearby field.
30. Once depleted, move all forces and new base back to the home base area
31. Continue to build offensive capabilities and upgrading
32. Send a ghost to nuke the protoss forces on the left. Follow up with a couple of yamato strikes from battle cruisers and move in with an offensive force such as that described above.
33. Build a bunker and missile turret near the bridge, have a ghost or two nearby and leave a couple of battle cruisers to defend the area.

34. Move base near the mineral field and bridge and gather all the minerals
35. Build 2-3 dropships for later

When depleted, move to the next mineral field...

Across the water from the home base at approx 2 o'clock is the 3rd mineral field. Send alternating battle cruisers to destroy light defenses with yamato guns.

At the mineral site, build a couple of bunkers, and a couple of missile turrets, relocate one of your bases. Have at least a couple of ghosts nearby, 3 battle cruisers and an SV. This area will be attacked more often. Send a couple of siege tanks also (land vehicles and troops can travel around to get here). When a comfortable offensive capability is established, send alternating battle cruisers to about 2 o'clock and destroy the protoss equivalent of missile turrets with yamato guns. A fourth mineral field and vespene geyser is at about 2 o'clock from the 3rd site. Send some marines and/or other forces to destroy the protoss structures. I didn't encounter too much resistance to clearing the protoss structures; but keep an eye on them.

When the protoss forces are cleared, build a third base near the 4th mineral field. Establish a defensive perimeter while still gathering from the 3rd mineral field. When ready, relocate base from undepleted 3rd mineral field to new location (two bases now near 4th mineral field and vespene geyser). This allows you to consolidate defenses and gather minerals and vespene rapidly.

Enemy ghosts will try to nuke you at mineral fields 3 and 4 so be sure to have an SV at each location (remember to save the game immediately) and slow the game down during any attack.

Once the 4th mineral field is depleted continue gathering vespene even if the geyser is depleted. Move one of your bases back to the 3rd mineral field and gather the rest of the minerals. Keep gathering vespene. You'll be a little spread out for a while until the minerals are gone. Once all the minerals are depleted move everything back to home base.

While gathering from the various mineral fields your 2nd offensive target is a group of enemy starports. Send a ghost to the right of home base to the first remote bridge near the first remote mineral field (where you cleared the Terran forces). Cloak the ghost, send them across the bridge and straight up to nuke a couple of factories.

Next target (go straight past the factories and barracks) just up the ramp until you can barely see the first starport and nuke it. Don't go too far or the missile turrets will reveal the ghost and get it killed. Nuke the area again until all three starports are destroyed. If you don't get these destroyed, you'll keep getting attacked by numerous battle cruisers. Go back later and nuke the factories until destroyed.

Tips: save the game immediately before trying to send the ghost up the ramp. Occasional enemy SV's will reveal the ghost. If confronted by an SV, lock it down or nuke just in front of its range.

Nuke the enemy relentlessly. Just above the 3 starports is the enemy stronghold. Ghosts can drop nukes on parts of it from here. Also to the north of the starports, then around the ridge to the right are a couple of add'l factories.

Continue to build battlecruisers until you have about 8.

The last mineral field is in the upper left corner. Send alternating battle cruiser with yamato to blast the protoss equiv of missile turrets. Relocate your mineral gathering forces to the new location, build defenses and gather until gone.

Once all the minerals are near gone, send drop ships with siege tanks, battle cruisers and SV's to the top of the map directly above the home base. Stay at the top of the map and send all ships to the far right corner. Just below the top right corner of the map are two enemy bases with nuke stations attached. Send battle cruises down to yamato and destroy the bases. Try to keep the battle cruises on the far right of the map to make it harder for the enemy to reach. Unload siege tanks on the wall, send them to the southernmost part of the wall near the entrance to the bases and put them in siege mode. Send the SV above the tanks and protect them with the defensive matrix. I was able to mount a successful assault with only two siege tanks a couple of scv's and 6-7 battle cruisers! but it was close. You can use an empty land space in the top right corner as a staging area, thus requiring fewer drop ships. Once the immediate attacks are repelled. Use the drop ship to lower the siege tanks to the ground.

Move slowly and deliberately through the area escorting with battle cruisers and siege tanks.

Some afterthoughts: research SV EMP shockwave and use it against the shielded protoss forces and any approaching battle cruiser.

Use spider mines earlier around base and on bridges in defense of mineral gathering and against the repeated attacks on the base.

May also use comsat station to reveal cloaked enemies.

Good luck.

If you find this information helpful, send me a note: kvenator@hotmail.com

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